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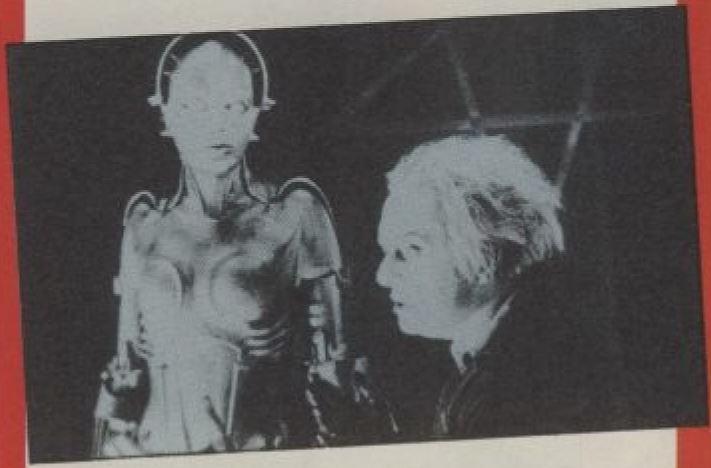
FEATURES

NEWS + REVIEWS

GAMES BOOK



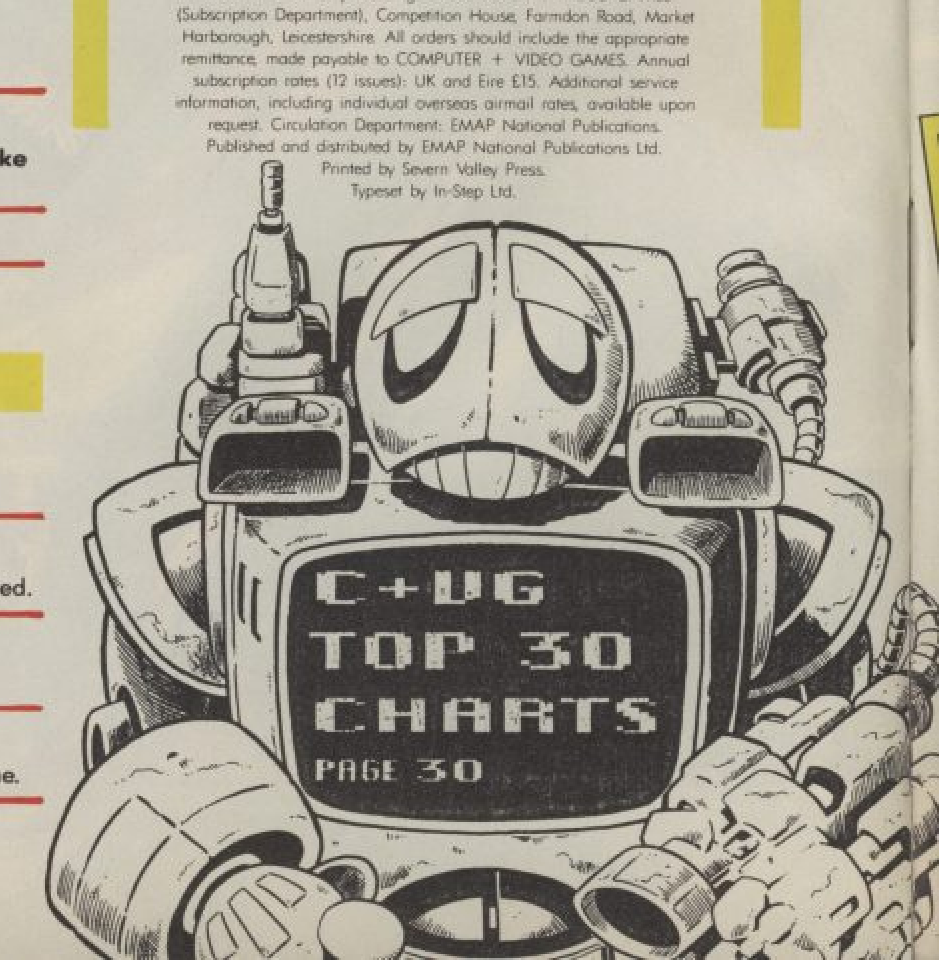
THUNDERBIRDS/NEXT MONTH



COLOURING IN THE PAST/118

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THIS ISSUE

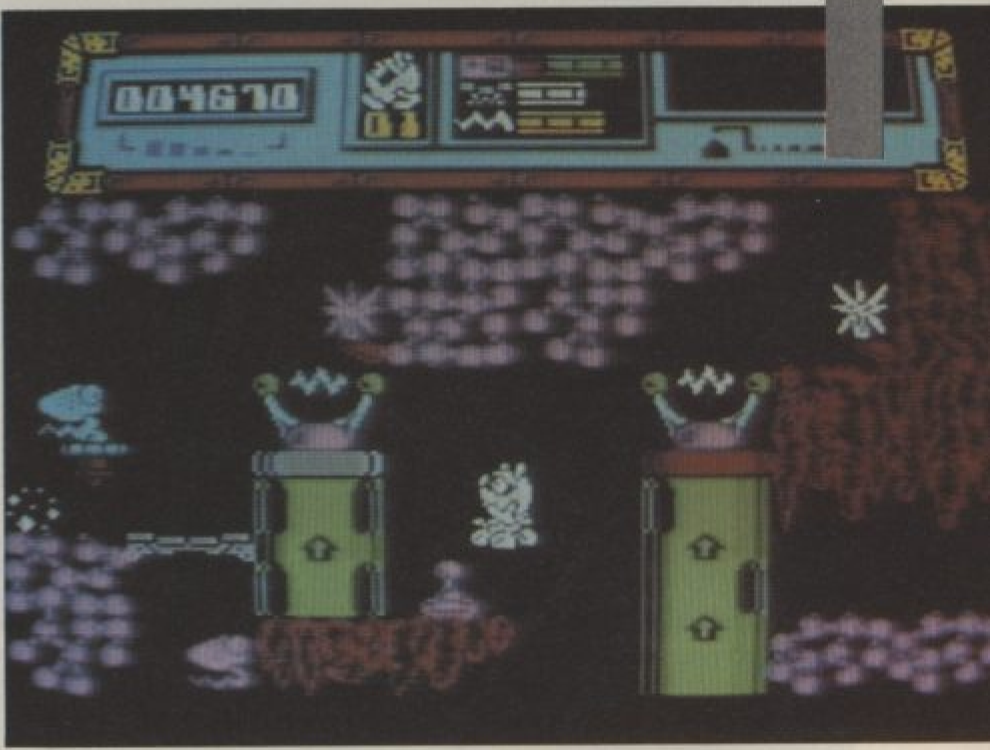
● Have we got a great package for you or what? ***Dan Dare*** is our hero of the month. We've got an exclusive sneak preview of the game based on the first ever space hero direct from the pages of **Eagle** comic. And, as you can see from **Brian Talbot's** brilliant front cover illustration, Dan's still thwarting the evil Mekon's plans for domination of the universe. Find out how Dan kept a stiff upper lip throughout the difficulties of programming on page 42.

Rock stars **Dire Straits** hit the computer keyboard for their latest video to go with their latest hit record. Discover why they spent lots of credits on creating the most advanced computer animation sequences seen so far on the small screen.

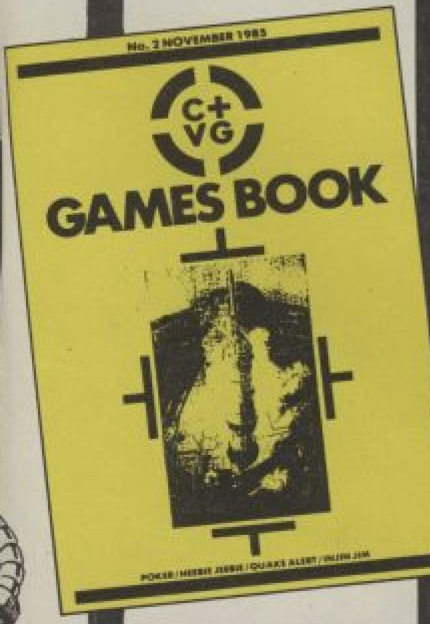
And as you've already discovered there's a mega-**Book of Maps** stuck somewhere on the front cover — packed with maps of all your favourite games. We've even managed to squeeze in a map of Ultimate's latest hit, **Nightshade,** in our **Ultimate** review section! We've even got one of Commodore's brand new super-computers (sorry not an Amiga!) to give away. A C128 could be your thanks to Anirog and *C+VG!* Turn to page 128 — where else?

And we're revealing the winner of our great **Readers' Robot Competition**. Don't miss it!

Plus tons of competitions, lots of your letters about the new look, and, of course, the **Bug Hunters!** Turn the page and enter a whole new world . . .







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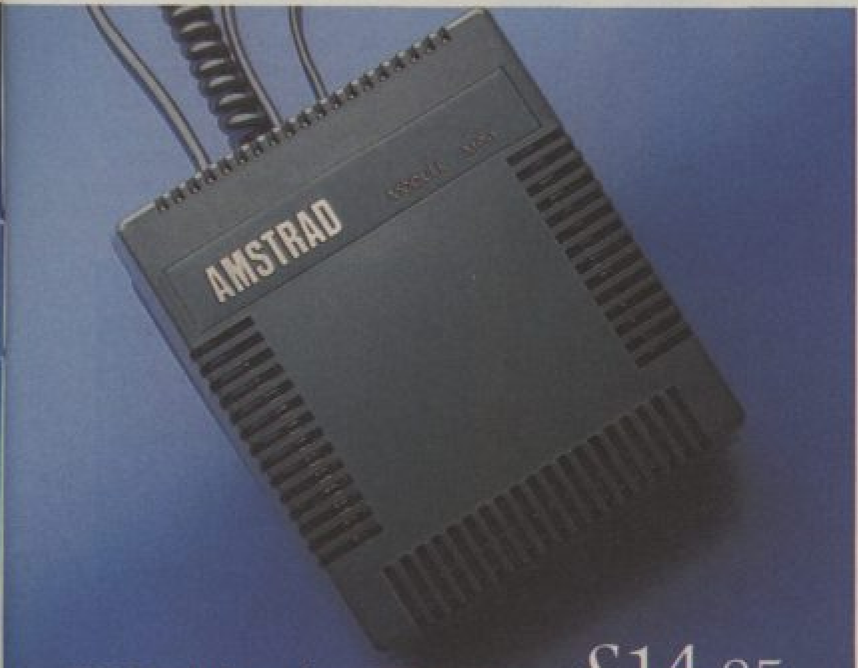

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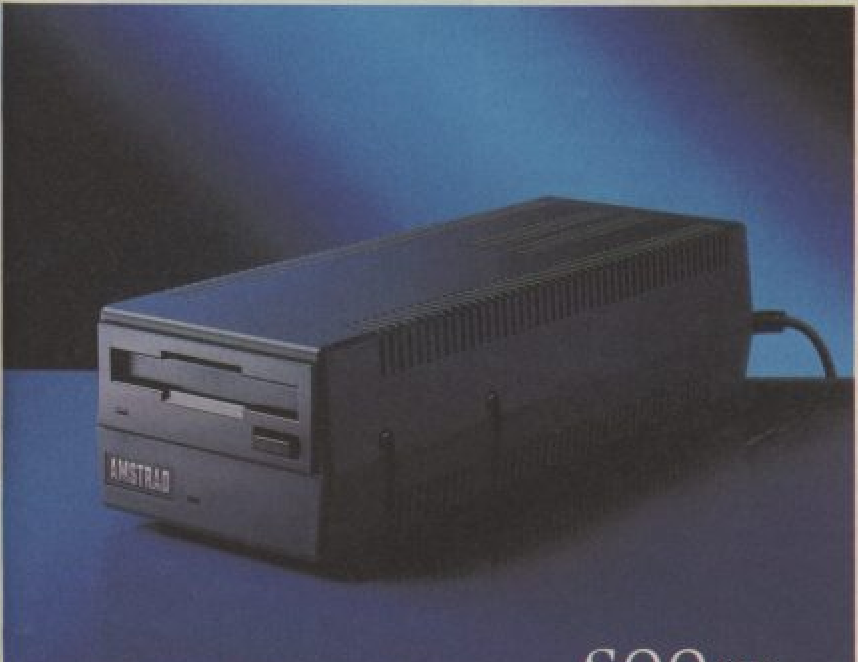

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Amstrad owners start out happy, and get even happier as time goes on.

The first delightful discovery is that both the CPC 6128 and the CPC 464 are complete and ready to use as soon as you get them home.

The CPC 464 comes with built-in datacorder, and the CPC 6128 with built-in disc drive. And both have either a full colour monitor or a green screen.

But Amstrad owners can become even more attached to their computers with the simple addition of the peripherals featured here.

They'll make your Amstrad faster, harder working and more entertaining.

And they're very easy to attach. Simply plug in, and away you go, there's no need for extra interfaces.

You may of course wish to get into some even more serious computing, for which you will need the Amstrad RS 232C specialist interface. This opens the door to modems, networks, and serial printing.

But whichever additions to your Amstrad you care to make you'll find their low prices an additional pleasure.



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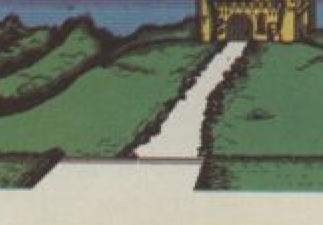
NEWS

couple of Hawiaan programmers. The first is called **The City** and should be available from October.

It will be available for the Atari, C64 and Apple priced at £19.95. We can tell you that the graphics are terrific — lots of truly brilliant 3D images. As for game play — well old KC hasn't got his hands on a copy yet. But watch our Adventure pages for his review.

Scooby-Do, who loves you? Lots of people will when they get their hands on Elite's latest, **Scooby-Doo in the Castle Mystery**. Now, we've all heard a lot about computer cartoons in the past. This is the first real attempt at doing just that. Like the arcade laser disc games you jump from scene to scene of cartoon style graphics as the mystery unfolds! Talking of graphics these are some of the best we've seen on the good old Speccy. Really big and cartoon like. **Scooby-Doo** will be out soon for the Spectrum, C64 and Amstrad. Watch out for a full review in C+VG next ish!





From the programmer who brought you *Daley Thompson's Decathlon, Cavelon* and *Hunchback* — to name but a few — comes **Robot Messiah**. Christian Urqhart has achieved one of his lifelong ambitions and set up his own software company and **Messiah** is the



first release.

Robot Messiah takes place on a planet controlled by androids. No human has set foot on it for centuries. The androids are super-intelligent and like all intelligent beings they have become stupid!

They created a race of menial droids to carry out mining and other naff jobs so that they could sit about having a good time! But there was one android who hit out at this state of affairs.

His name was Socrates — and he was deprogrammed and turned into a droid for his rebellious thoughts!

But he still continued fighting for his belief that all androids are equal and on his dying day transferred his rebellious thoughts to a receptive droid. This droid then sets off on a quest to find three envelopes which contain the necessary data to enable him to reprogram himself at the central computer and save the world!

As you can see from our screen shots the graphics are pretty neat!

What game is a cross between *Impossible Mission, Confusion, Quake Minus One* and any Ultimate game you care to mention? **Tau Ceti** that's what. It's the creation of programmer Peter Cooke who brought you *Juggernaut*. **Tau Ceti** is all about a weird planet inhabited by robots. Expeditions have travelled to the planet following a meteor strike which hit Tau Ceti — but none have returned . . .

Tau Ceti will be released by CRL before Christmas. Watch this space for more details.

NuWave isn't some kind of shampoo — it's a new software label. And its first release will be **Darkness at Dawn** — an adventure with a REAL difference. There's no text, or graphics — just SOUND. Weird, huh? You have to work out what's going on by the sounds your computer makes.

We'll be listening out for developments!

The third in New Generation's *Trashman* series will be released in the New Year on the Spectrum and Amstrad. Called **Trashman Goes Moonlighting** it puts our dustman hero in the sorry state of having to work overtime — doing anything from grass-cutting to window cleaning. Meanwhile the classic original *Trashman* game is being converted for the Amstrad.

Heeyyyy everybody — let's get into an **Alternate Reality!** No, it's not Neil's latest hippy-hit record. It's simply a stunning graphic role playing adventure from Datasoft, released here by U.S. Gold. **Alternate Reality** is the overall title for a series of seven adventures created by a

In the far future when mega-business corporations dominate the world — like IDEAS CORP dominates us now — territorial disputes won't be settled on the battlefield but in the **BOUNCES** arena. Skilled and deadly gladiators compete to hurl a steel ball around a BOUNCES court and wipe out their opponent.

BOUNCES, the latest game from the Beyond/Denton Designs collaboration, combines the action of martial arts games with an original sci-fi theme.

The game is very fast, players will be able to select from a range of eight different **BOUNCES** champs — drawn in giant graphics on the C64 and Spectrum.

BOUNCES will be available in October priced at £9.95. And there could be a special **BOUNCES** championship. Read *C+VG* next issue for more details.

Questprobe Three, the long awaited Fantastic Four adventure in the Scott Adams/Marvel Comics series is nearly complete. Conversion work is being carried out by Roger Taylor and James Burn, the programmers who also converted **Terrormolinos** and brought **Dennis Through the Drinking Glass. Questprobe Four** — yes there will be one — will feature Marvel super-baddie Doctor Doom. And YOU get to play the villain for a change!

As if you hadn't had enough of the movies, **Friday 13th** is being turned into a game by the people who brought James Bond to the small screen, **Domark.** It will feature the



crazed knife-wielding maniac Jason who is currently carving people up in the latest Friday 13th movie — part 999,999,000 ..... Horror fans watch out!

A new organisation for youngsters interested in wanting to find out more about computing has been launched by the British Computer Society.

The Association of Young Computer Enthusiasts (AYCE) is aimed at people aged 11 to 18 and will cost £5 a year.

Among the benefits of AYCE to members will be a monthly 16 page magazine; discounts on computer products; competitions and computer advice.

For full details of AYCE ring 01-637 0471.

Champagne Corks popped when bank clerk Nigel Parsons received a JVC MSX micro for winning a competition based on Electric Software's **The Wreck** game run in the June issue of *Computer + Video Games.*

Nigel, from Cardiff, received the micro at Electric Software's stand at the Personal Computer World Show held in September at Olympia, London.

With him were Electric Software's Mike Hall and MSX's Pieter Glas.

A trend for Christmas — Games Collections! Several companies are rushing out collections of greatest hits for various machines. Virgin have a mega-collection called **Now Games** which features six games including *Lords of Midnight* and *Pyjamarama.* Ocean are releasing a collection called **They Sold a Million** with games like *Sabre Wulf* and *JSW.*

Fantastic — that's the only description of the people who visited Computer + Video Games on the EMAP stand at the Personal Computer World Show at London's Olympia.

And once again **Keith Campbell's Adventure Helpline** was besieged with people wanting help, advice and guidance.

And we're proud to say all the back issues of C+VG brought along to show were all snapped up along with T-shirts,



World Karate champion Jeoff Thompson tries out the new C+VG T-shirt.

and bags of goodies.

C+VG's new **Big Red T-shirt** also caused quite a stir and looks like being a big, big hit.

You can see how it packs a punch from our photograph of the T-shirt and World Karate champion Jeoff Thompson, who was at the show promoting Melbourne House's *Way of the Exploding Fist.*

Adventure International are producing games based on the famous **Fighting Fantasy** series of adventure books by Ian Livingstone and Steve Jackson. The first adventure will be **Seas of Blood** and it will feature combat and adventure sequences in 240 different locations.

Micronet 800 has launched a new on-screen game, Round Britain Race, which offers regular £100 prizes.

Thousands of players will be able to play the game simultaneously.

The game is played using a map grid of Britain. Players have to travel around the map by keying 2, 4 ,6 or 8 enabling them to move north, east, south and west in search of four secret locations.

Clues are flashed onto the screen as the race progresses.

The theme of the four locations will be changed every two weeks.

The idea for the Round Britain Race was developed by husband and wife Mike and Lindsay Brown.



Some people make you really sick don't they! Especially when they win vast sums of crinkly brown folding stuff — money to you!

One of those people is 15-year-old **Matthew Woodley** who will go down in computer gaming history as the person who actually SOLVED Domark's **Eureka!**

Matthew picked up his giant £25,000 cheque at the Personal Computer World Show. Domark supremos Mark Strachan and Dominic Wheatley even managed to smile as they handed over the cash!

Matthew was just one of the 100,000s of people who have been getting up to strange things in an attempt to solve the five-adventure riddle. Now many of them have been reduced to tears by the news that Matthew from Middlesex discovered the secret phone number.

Matthew spent much of his spare time working on *Eureka!* which his brother purchased soon after the game was released last year. "My brother Mark bought the game originally," Matthew told *C+VG,* "But he went away to Reading University so I got my hands on it! He's really sick now! But I'll give him a share . . ."

What is he going to do with all the pennies? "Well I think I'll get a Commodore 128 and all the peripherals and then invest the rest."

Matthew didn't win the big prize without a few false alarms however. He once rang someone up and asked for the Prime Minister because he thought that was the answer. "The lady at the end got very confused!" said Matthew.

When he's not playing computer games — he owns up to being more of an arcade game fan than an adventurer — Matthew enjoys playing all sorts of sport. Perhaps that's why his favourite C64 game right now is Summer Games II.

Matthew finally solved the game on August 29th — the day that he gave up his paper round. Fortunately he won't be needing the pocket money any more!

Anyway, C+VG would like to add our congratulations — the prize couldn't have been won by a nicer gamester! Perhaps he'll be able to afford a subscription to C+VG now . . .

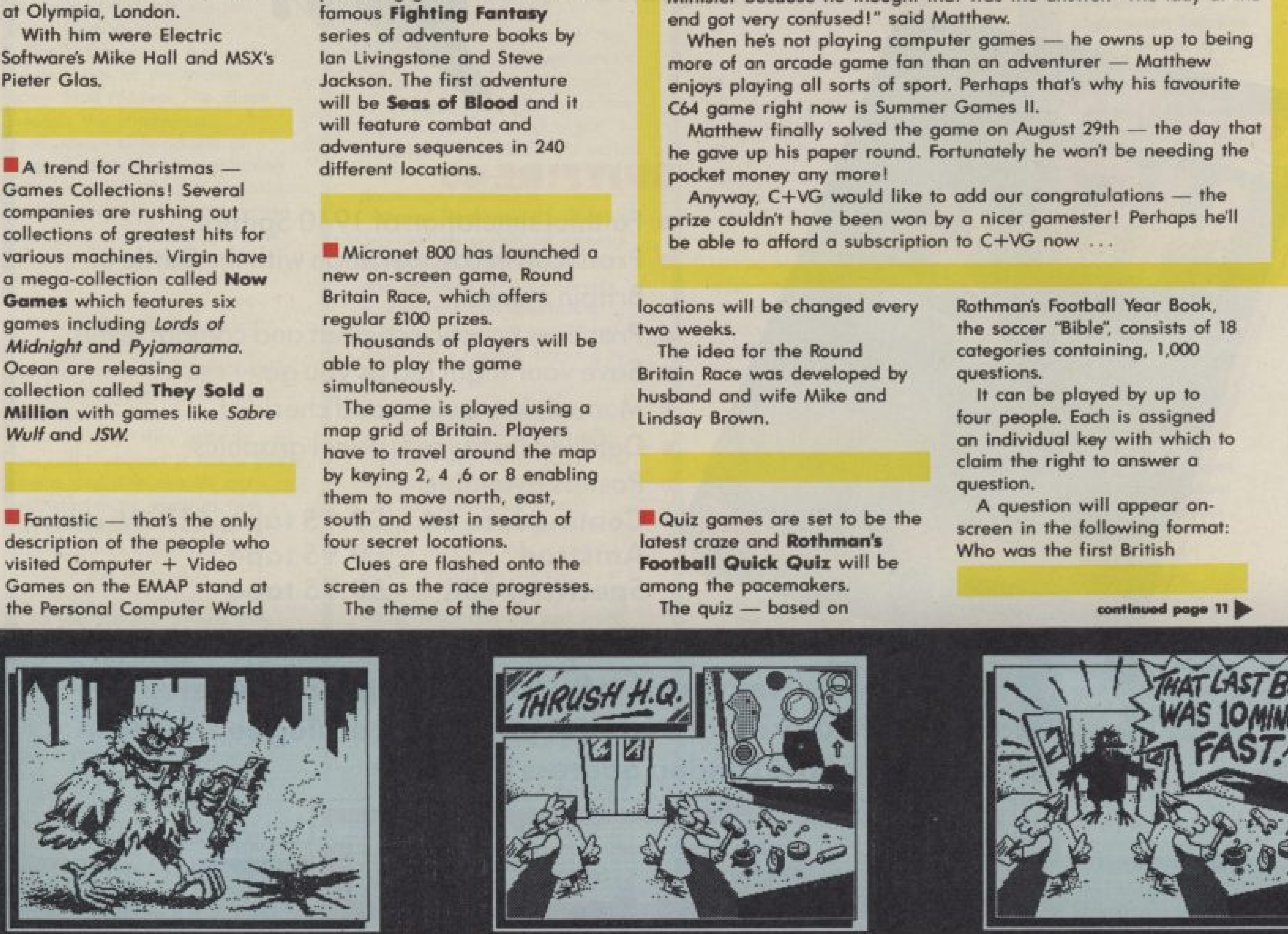
Quiz games are set to be the latest craze and **Rothman's Football Quick Quiz** will be among the pacemakers.

The quiz — based on Rothman's Football Year Book, the soccer "Bible", consists of 18 categories containing, 1,000 questions.

It can be played by up to four people. Each is assigned an individual key with which to claim the right to answer a question.

A question will appear on-screen in the following format: Who was the first British

continued page 11 ▶



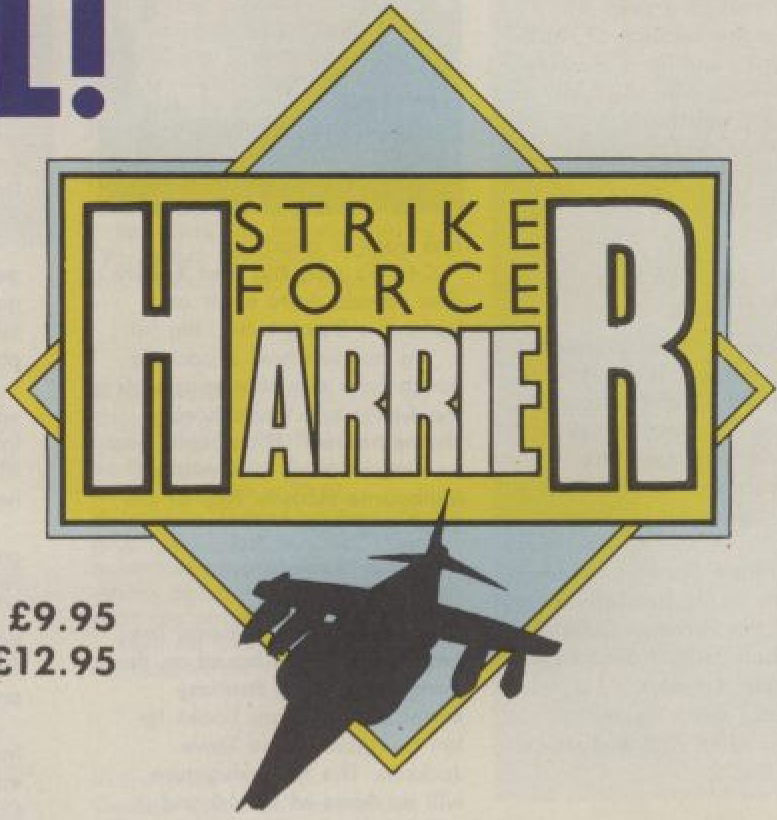
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continued from page 9

footballer to be involved in a £1 million pound transfer?

1) Kevin Reeves
2) Garry Birtles
3) Trevor Francis
4) Andy Gray

The first player to press their claim key will be able to answer — by pressing the number corresponding to the correct answer.

If the answer is incorrect, other players can claim the question for a bonus point.

Finally, an explanation is displayed on screen: Trevor Francis was transferred from Birmingham City to Nottingham Forest in Feb 1979.

The price will be £8.95 including VAT.

HOT GOSSIP

■ SILENCE. My world is filled with darkness — yet a sliver of light streaks towards me.

It approaches. Suddenly the ground trembles beneath me ... A full deep rhythmic beat fills my senses and the sky is filled with flaming comets ...

Crazy Comets from Martech is here, so get into the groove because this one's for you! Martech is not well known for its arcade titles but this is about to change.

Crazy Comets is a stunning reproduction of the arcade game *Mad Planets.* The game involves the shameless annihilation of hundreds of Crazy Comets that are spinning out of control. At your disposal is a zapper ship that can move all around the screen and your fire power is restricted to the vertical (up the screen).

The comets enter the fray from all sides of the screen and slowly grow in size. You must try to destroy them before they reach supernovae condition. The comets spin around you as they grow in size and if contact is made you lose a ship. The comets are restricted in as much as they can only destroy your ship if they touch its base (the ship being in the form of a pyramid).

As you zap the comets they change colour and flames leap from the planet surface. As if that is not enough the comets rotate as they spin around you and as they grow weak they spin faster and home in mercilessly on your ship.

When you clear a sequence of rounds there are bonus waves where you can rescue space capsules for bonus points.

Throughout the game there is a backing rhythm beat that really gets the adrenalin



pumping. It's spot on and places the game in a niche of its own when it comes to presentation.

The graphics for the comets, ship and satellites are crisp and sharply detailed, coupled with three excellent tunes, makes the game a hot property! The music for this game was written by the same person who did the music for *Thing on a Spring* and *Monty on the Run.* Need I say more?

You have three ships to start with and extra ships awarded for every 10,000 points. There are three high score tables (Points, Ultra and Galactic!) and a total of 255 levels (higher waves featuring more comets at a faster pace pulsing different colours).

My only real gripe with this game is that the player cannot turn his ship around (arcade afficienados may just miss this one ...) to fire in all eight directions. This aside the action is fast, frenetic, colourful and down-right addictive.

Crazy Comets will not stun you with its variety of screens but it is an exciting, compulsive and polished product all you zapper fans will appreciate.

Now, if you will excuse me, I have some serious zapping to do ...

■ Has anyone been bitten by the **Monty on the Run** bug yet? Isn't the music good? Not to mention the game!

If you should be having problems with the game its author told me that a cheat mode is built in. Simply type: I want to ... on the high score table. What can the last word be?

■ Watch out for what will probably be the hottest game yet from System 3 Software. A sequel to Deathstar Interceptor is being written by none other than **Tony Crowther** based on the Trench scene from Star Wars.

■ Christmas has come early and I have treated myself to a new arcade machine! My collection standing at **Tempest** and **Radarscope.** If anyone out there knows any tricks/tips on Atari's **I Robot** arcade machine do drop me a line as I have just started zapping into the early hours of the morning with my new toy ...

Talking of which, has anyone out there beaten my record on **Tempest** (the Atari arcade machine) 676,705 level 67?

■ All you **Marble Madness** freaks can now sleep easy. An American software house is currently writing the official licensed versions for both the Commodore 64 and the Amiga. I will be previewing it exclusively for you as soon as it lands in my sweaty little mits! So tell your friends.

■ Have you always suspected somebody or something is living inside your computer? Who or what causes all those program errors, bugs and glitches?

Well, thanks to an amazing scientific breakthrough in the United States, the existence of a life form inside your computer has been proved beyond all doubt.

Officially they are known as a Little Computer Person or LCP for short.

This fantastic discovery was made by David Crane, one of the leaders of the Activision Research Group.

Now Activision is making its amazing program available to Commodore 64 owners who will be invited to join in the vital research into LCPs.

The Activision Little People Discovery Kit will be available soon in Great Britain.

It includes a replica of the "computer house" which was first used to lure the LCPs out into the open.

There is also an LCP owners guide. All owners must be responsible for providing food and water.

But Activision warns that ownership of a LCP is a very serious business. They need lots of care, affection and attention.

NEWS

■ **Throwing your spacecraft into a 90 degree turn can cause havoc with your joystick. And making your supersports hero pound along the athletics track by waggling the joystick from side to side subjects it to great wear and tear.**

But now comes a baseless joystick which should solve all those problems.

"The Stick" is from the Merseyside company Lightwave Leisure. It consists simply of a shaft, with no console, trigger switches or micro switches, just tilt switches. These are glass tubes about 1cm long, set at an angle, into which two contacts protrude at one end. A small drop of mercury is sealed into the tube.

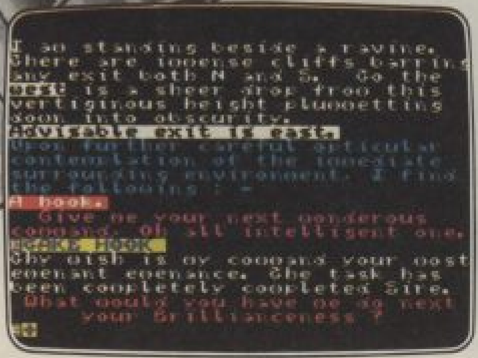
There are two fire buttons for the thumb and index finger and a standard nine-hole Atari type connector.

"The Stick" costs £12.99.

■ **A new software house, Sabre Technology and Software, is releasing two games in time for Christmas.**

The first is The Crystal Step, **Amstrad £8.95. A 3D animated arcade adventure, And U-Boat, a strategy game for the BBC, selling at £8.95.**

SILVER RANGE... Seeing



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An amusing, stylish text adventure



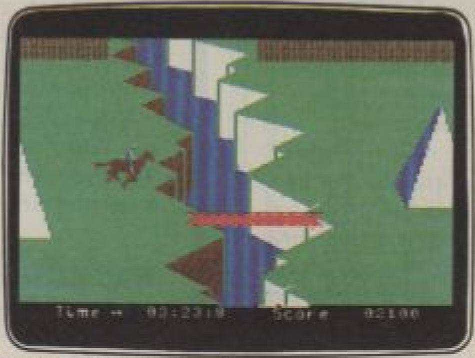
HELICHOPPER Arcade
Fast and smooth multi-screen action



MR FREEZE Arcade/Strategy
Six compartments, each tougher to de-ice



CHICKIN CHASE Arcade
Ruling the roost can be a hard life



SUPER RIDER Arcade
Equestrian extravaganza – will you go the course?



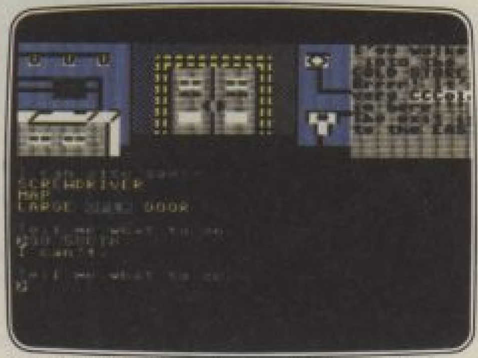
DUCK! Arcade
Comedy and music in this novel duck shoot



CYLU Arcade/Strategy
Can you complete this supreme test of logic and skill?



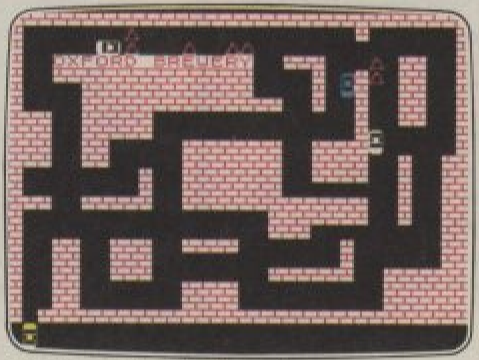
CAVERNS OF ERIBAN Arcade
Supply the mines against terrible odds



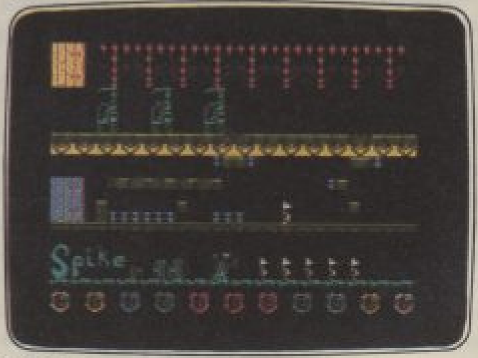
SUBSUNK Adventure with Graphics
Trapped on the sea bed in a scuppered submarine



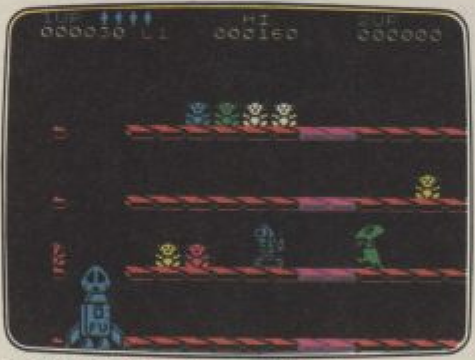
VIKING RAIDERS War Game
A test of strategy against the computer or friends



RUN BABY RUN Arcade
Multi-car cop chase and shoot-out



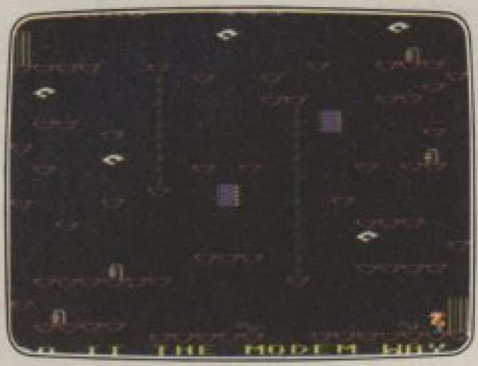
SPIKE Arcade/Strategy
Help Spike to find the golden Dream-Sphere



DON'T PANIC Arcade/Strategy
Amusing and challenging, a game with a difference



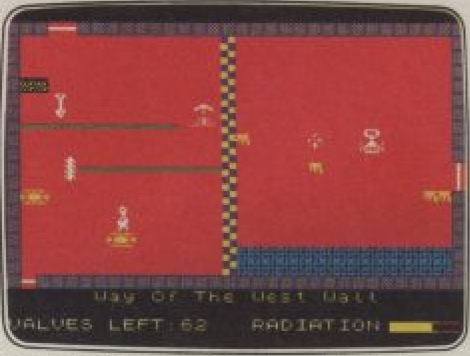
DON'T BUY THIS! Compilation
Five of the worst games you have ever seen



THE HACKER Arcade/Strategy
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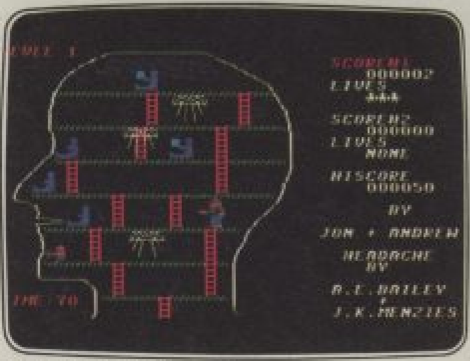
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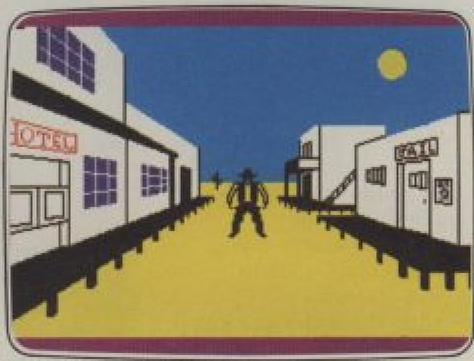
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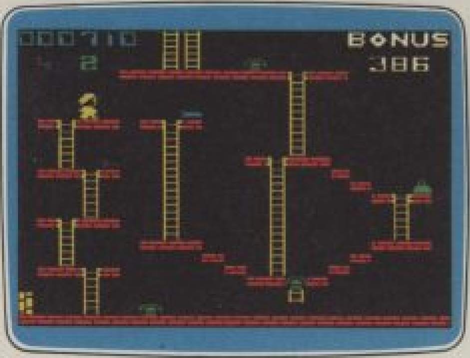
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Nervous Ned's quest to serve the Brain



BIRD STRIKE Arcade
Wing the planes and shoot the pigeons



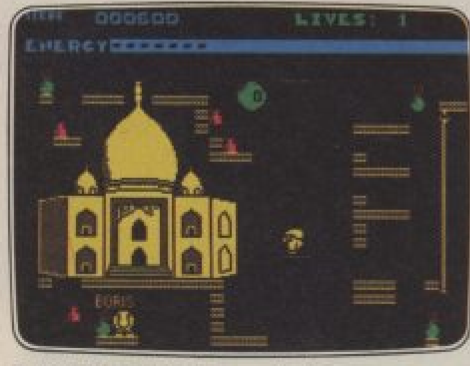
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KEY

GRAPHICS
Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

SOUND
Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your micro knock you half way across the room? The *C+VG* review team don't play games with their ears blocked up you know!

VALUE
Is the game really worth all those pennies? Will the novelty last? Is it worth going without *C+VG* for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

PLAYABILITY
Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?



BLITZ GAME
C+VG's way of telling you that the game must not be missed!

STARQUAKE



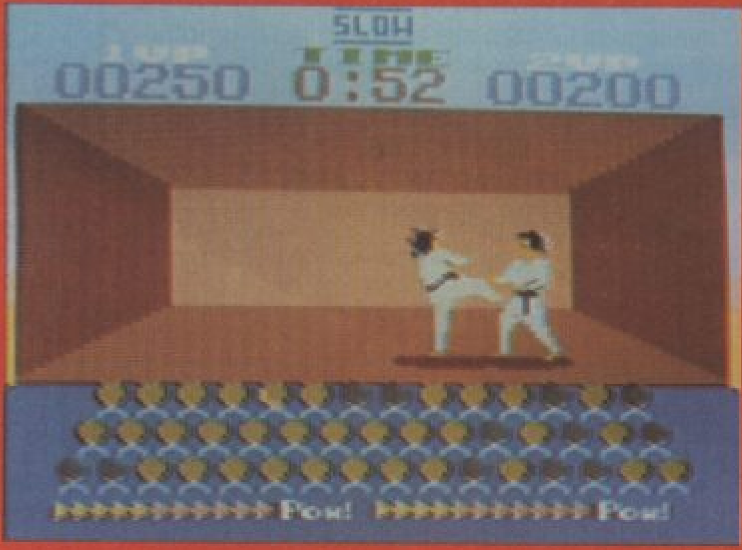
● **Machine:** Spectrum/Amstrad/C64
● **Supplier:** Bubble Bus
● **Price:** £7.95

When was the last time you really had fun playing a game? And we mean F.U.N.! Well, here's the answer to every jaded games player's prayer — just the thing to lift the spirits in the dark winter days to come.

Starquake is the brainchild of Stephen *''Wizard's Lair''* Crow and features an odd little character called BLOB — or Bio-Logically Operated Being. Despite his name, BLOB will soon find a place in your heart.

But what about the game — you cry! Well it goes like this. Earth has just received news of an unstable planet emerging from a black hole somewhere at the edge of the galaxy. If the core of this planet is not quickly rebuilt it will explode.

CHOP SUEY



●**Machine:** Atari
● **Supplier:** English Software
● **Price:** £8.95 cassette/£12.95 disk

Get your teeth into another helping of Kung Fu action with *Chop Suey* from English Software.

There are eight levels of crashing, banging and smashing action with a fast or slow game option.

Joystick control gives both players good control over their fighters and enables them to perform a wide variety of kicks, punches and somersaults.

The score is based on how well you fight, the accuracy of moves and whether a move is offensive or defensive.

The amount of pain suffered by each player is indicated by the ''pow gauge'' at the bottom of the screen. When it starts to flash, watch out. One more punch and you'll end up flat on your back.

There are also other hazards to watch out for including scorpions running across the fighting arena.

With nice, smooth graphics, *Chop Suey* is a good game for Atari readers to get their teeth into.

● **Graphics**	9
● **Sound**	8
● **Value**	8
● **Playability**	9

● STARTS HERE ▶

BLOB has been chosen for this deadly mission. Why? Because all the other droids are bigger than him! Ho, hum. So BLOB sets off in his spacecraft with just an A-Z to the Galaxy for company. His spacecraft comes down with a bit of a bump leaving BLOB high and dry on a planet, which is about to explode and with only a short time to rebuid the core.

Still, with your help he'll soon be zapping around the underground caverns collecting objects, discovering secrets and solving puzzles — meanwhile you'll be having a great time!

The planet is inhabited by alien creatures who drain poor old BLOB's energy on contact. But he can zap them if he's quick enough! To help him get about, BLOB has platforms which he can drop and stand on. Useful for getting over tall obstacles when you haven't got one of the space-hoppers which you can use to fly about on.

You'll find Hoppers dotted about in the caverns — along with teleports, weapons packs, key codes and cards.

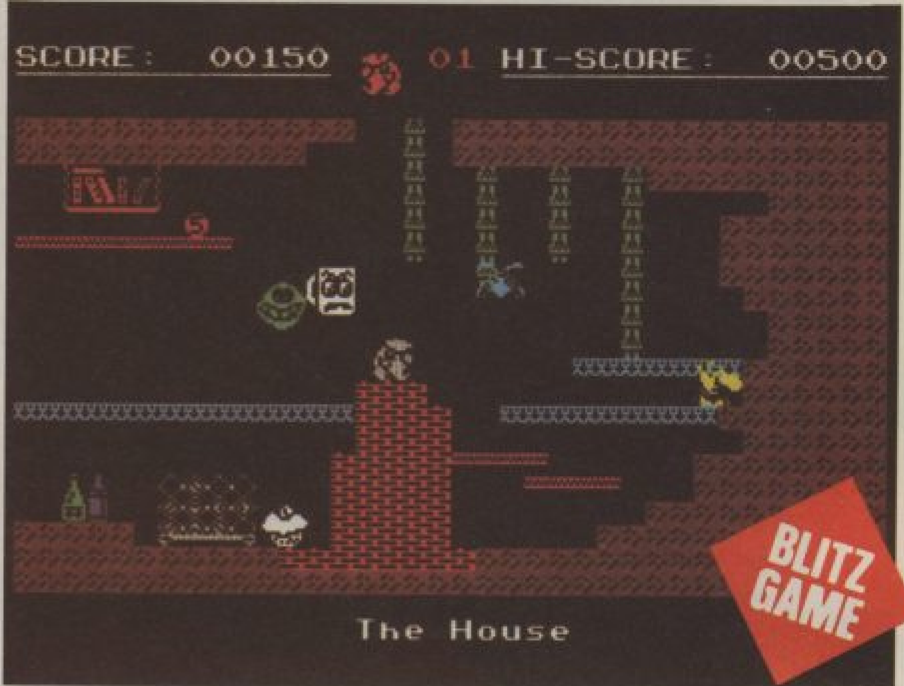
Lots of puzzles, great graphics over 400 screens, some of the best sound ever from the Spectrum and a cute hero. What more could you ask for? The money to buy the game of course!

Whatever you do, DON'T miss out on *Starquake*. Rush out and beg, borrow or steal a copy now!

● Graphics	10
● Sound	9
● Value	10
● Playability	10

MONTY ON THE RUN

● Machine: Spectrum/C64
● Supplier: Gremlin Graphics
● Price: £6.95 (Spec) £9.95 (64 cass) £11.95 (64 disc)



BLITZ GAME

Justice put Monty Mole in prison but he escaped! Can YOU do justice in his bid for freedom?

The plot sets him in a safe house complete with an escape tunnel that leads into the sewers, other houses and onward to his final destination.

Gold coins along with both vital and deadly items are scattered about the locations. Monty must collect these taking care not to kill himself off should he pick up the wrong things. Jumping from platform to platform he can collect some of the objects and coins. Some are perched high above him or beyond brick walls — you must plan his route to them carefully.

The abundance of nasty floating masks, bodyless hands, balloons, dogs and machines capable of flattering him further complicate his route. He has five lives and, each time he gets knocked off, the game continues from whichever location he was last in.

Shinning up and down ropes and ladders gain him entry to new locations, but there are other ways!

The Spectrum and Commodore versions have been released almost together which presents us with a chance to dissect them both.

Well, the plot is the same. The graphics are virtually the same quality, though there are more flower pots and a C5 in the Commodore one!

However there is a big difference in the games — the sound. The Spectrum is not noted for its sound. The Commodore game explodes into life with the best sound we have yet encountered. It has a strong beat that draws even Monty to sway in time to the tune.

The game is a great test of timing requiring lots of thought to work your way through the locations without getting stuck. All the locations contain some of the hazards but they also have unique touches added like telephone box lookalikes, lifts or beam-me-up-Scotty machines and fighting off the nasties is impossible fun!

Monty on the Run is a worthy successor to the excellent *Monty is Innocent*. If you're a climbing game fanatic then this is the game should get — it's what *Jet Set Willy II* should have been.

Don't let your best friend borrow it — you will never get it back!

● Graphics	9	**● Value**	10
● Sound	8 (Spec) 10 (C64)	**● Playability**	10

SPEED KING

●Machine: CBM64
●Supplier: Digital Integration
●Price: £9.95 (cass) £12.95 (disk)

Vrooom! Slip into your leathers, grab your skid lid and prepare for a real blast!

Speed King does for the Commodore what *Full Throttle* did for the Spectrum. Which is not surprising as Mervyn Escourt wrote both games! It brings the thrills of pro-motorcycle racing to the small screen.

You have all the power of a 500cc racing bike at your fingertips in a *Pole Position* style race game.

You can choose to race on any one of ten world famous circuits — and there are three skill levels too.

The animation of your bike racer is really nice. He leans into corners and crouches over the tank of his machine in true racing fashion. Like many racing games, you can't really tell if the tracks are any different — but at least in this one the scenery does change slightly when you choose a different track to compete on.

The other riders are prone to bumping you from behind. That's if you manage to overtake many of them that is! It's essential to learn the circuit before you start racing so you know the right line to ride in order to get a good finishing position.

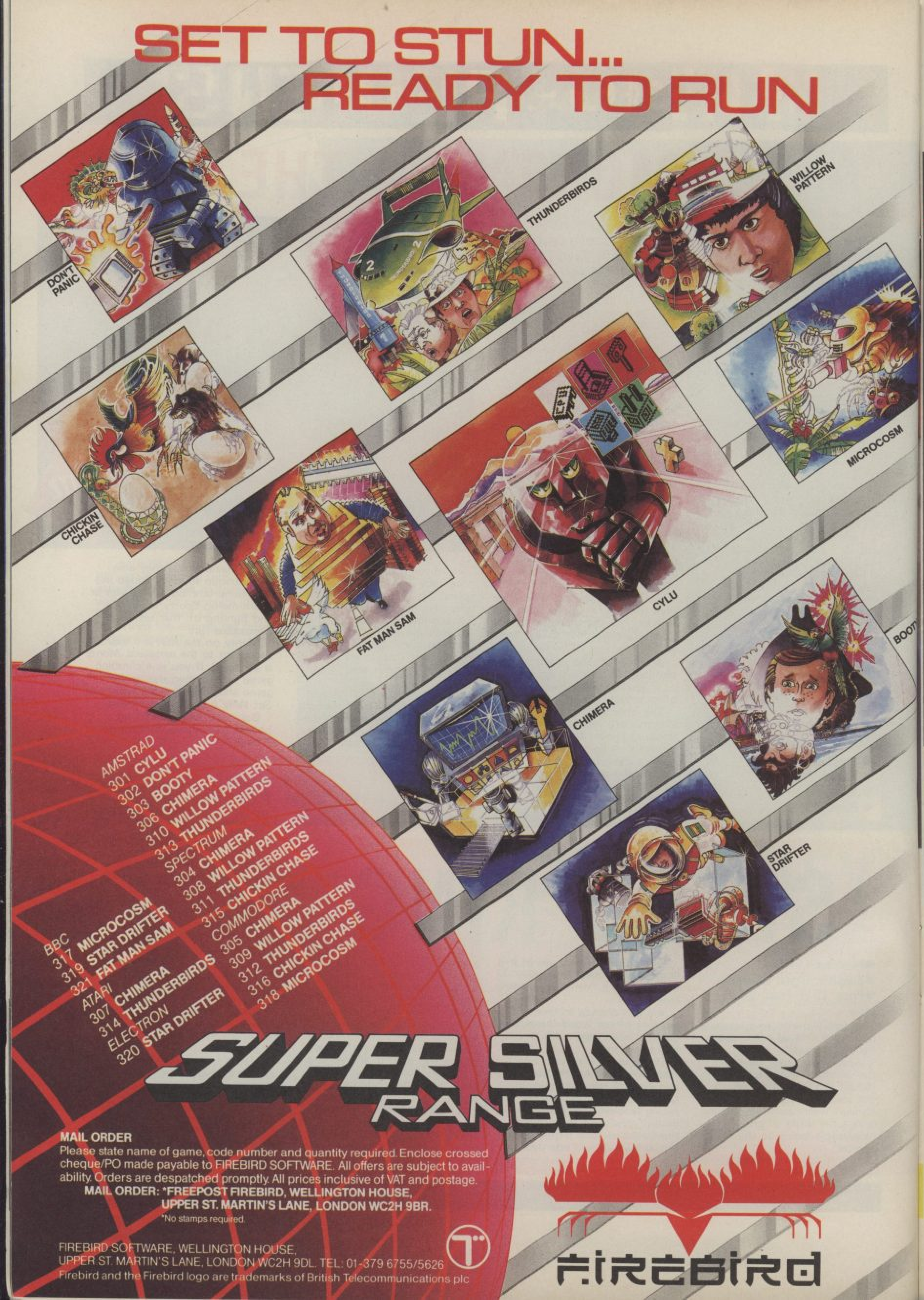
It's also essential to learn how to use the gears efficiently. There are six on your high-powered bike. You have to take your finger off the accelerator to change up or down — which often causes problems, especially if you are being chased by a bunch of other bikes.

Overtaking is very tricky — but not impossible. It just takes practice! But even if you don't win there's always the joy of setting a new lap record. At the finish of each race — which can last anything from just two to six laps — you get a nice display which details your race performance.

Speed King is well presented fun to play. Recommended.

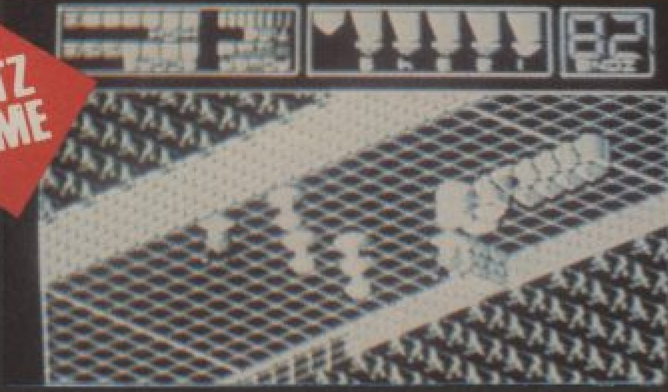
● Graphics	7
● Sound	7
● Value	7
● Playability	8

● CONTINUES ON PAGE 17 ▸



SET TO STUN...
READY TO RUN
DON'T PANIC
THUNDERBIRDS
WILLOW PATTERN
CHICKIN CHASE
MICROCOSM
FAT MAN SAM
CYLU
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BLITZ GAME



HIGHWAY ENCOUNTER

- **Machine:** Amstrad/Spectrum
- **Supplier:** Vortex
- **Price:** £7.95

Look, I know we've already reviewed the Spectrum version of this game — but this Amstrad conversion is just so good we can't ignore it! Along with *Sorcery* and *Knight Lore* this must rate as one of the top three games for the Amstrad!

Big words? We can justify them by telling you that *Highway Encounter* is simply so addictive that this review had to be written after the Ed sent Big Red to sit on the Amstrad — it was the only way to get people away from the screen long enough to get this written!

The basic idea of the game is this. Aliens have taken over the earth and you have been given the task of preventing them taking over completely. You control five Vortons — *Alien 8* style droids — who have to man-handle the deadly Lasertron along the last highway in the world not controlled by the aliens to reach Cone Zero.

If you succeed the world is saved! The screen display shows a smooth scrolling 3D highway — with your Vortons lined up in a neat crocodile ready to take the Laserton to Zone Zero. There are 30 zones or screens to complete — each with its particular hazards.

Highway is a terrific mixture of action and strategy — with neat wall animated graphics and sound. A must must for every Amstrad addict!

Watch out for our *Highway Encounter* map next issue!

Graphics	10
Sound	9
Value	10
Playability	10

PROJECT FUTURE

- **Machine:** Amstrad
- **Supplier:** Gremlin Graphics
- **Price:** £8.95

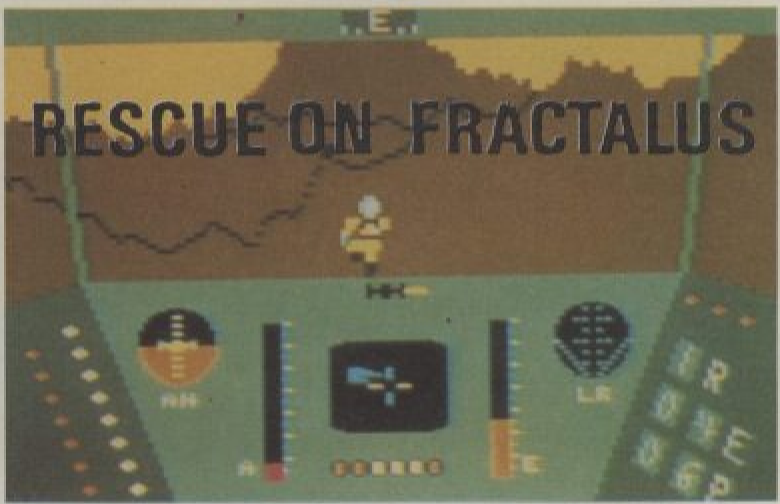


If this is the future, give me the past. Or at least a copy without bugs.

The SS Future is a vast five-deck space ship, covering 256 screens. Hidden among them are eight destruct codes which must be collected before the Self Destruct System is activated. Once it has, you must escape before the big bang. Original, eh?

Our review copy appeared to be a pre-production copy and contained several bugs. So it's unfair to pass final judgement. But on the present showing the scores are:

Graphics	7
Sound	7
Value	6
Playability	6



RESCUE ON FRACTALUS

- **Machine:** CBM 64/Atari
- **Supplier:** Activision
- **Price:** £9.99

Fractalus, alias *Behind Jaggi Lines,* was a real blockbuster on the Atari. Lots of fast and furious action. But things have slowed down on the 64 — and the game has suffered.

The basic idea of *Fractalus* is to pilot your Valkyrie fighter over a hostile planet — rescuing fellow pilots who have fallen victim to the laser towers and enemy ships which patrol the skies.

You have to monitor your instruments to spot the fallen pilots' homing beacons, watch out for enemy ships and blast the mountain top laser towers — all the while zapping along between jagged peaks and down into deadly rock filled valleys.

You must land near the pilots — watch for their flashing beacons among the rocks — and they come trudging wearily over to your ship. They bang on your airlock door, you open it and they climb in. This is accompanied by some neat sound effects!

Then it's off to find more pilots — or if the mothership is around — back to base to drop off the rescued fliers.

Initially *Rescue* is a fun game — but it does get a bit boring after a lengthy session with your 64. The Atari version is completely the reverse — it'll keep you hooked for hours. Must be something to do with the speed!

Rescue comes with a comprehensive instruction sheet, complete with tips on flying your Valkyrie craft.

There are many skill levels — including a night flying instruments only sequence which is fairly difficult.

Conclusion: If you've got an Atari, get this game. if you're a Commodore owner — well, play your friend's copy before making up your mind. £10 is a lot of dosh!

Graphics	7	Value	7
Sound	8	Playability	7

BEACH-HEAD

- **Machine:** BBC/Amstrad
- **Supplier:** US Gold
- **Price:** £?.??

Another bloodthirsty game imported into the UK by US Gold — remember *Raid Over Moscow* and *Nato Commander*? This one, from Access Software, is more innocuously titled and is set on and around a safely fictitious island.

Your task is, eventually, to capture the fortress of Kuhn-Lin, but first, there is an aerial reconnaissance, an attack by enemy aircraft, a naval battle and a tank battle to be got through. This is the sort of game you can be playing for weeks.

Right from screen one, you have to make strategic decisions — whether to take your fleet straight into attack, or navigate the hazardous hidden passage and take the enemy by surprise.

The enemy air attack and ensuing naval battle are superbly depicted. There is a lot of skill involved in elevating your guns to just the right angle in order to hit a plane or enemy ship. You can choose one of three skill levels.

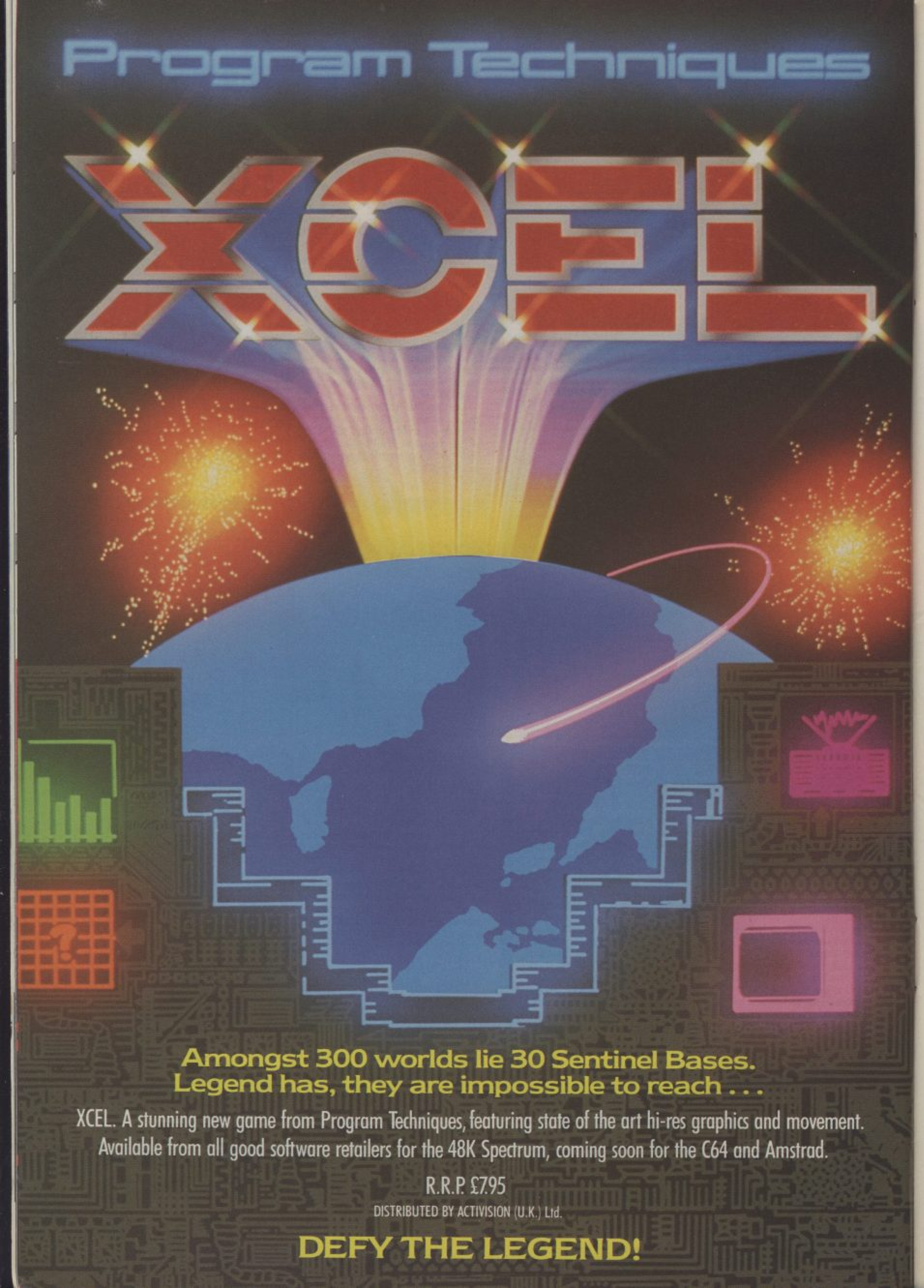
If you win the naval battle, you next have to manoeuvre your fleet — probably sadly depleted! — into the enemy harbour. Each ship carries two tanks, and these must be landed before you fight your way through to the fortress.

It's carnage all the way, and in real life the beach-head would by the end be littered with bodies. But if that doesn't bother you, you'll find a skilful and challenging outlet here for all that pent-up aggression.

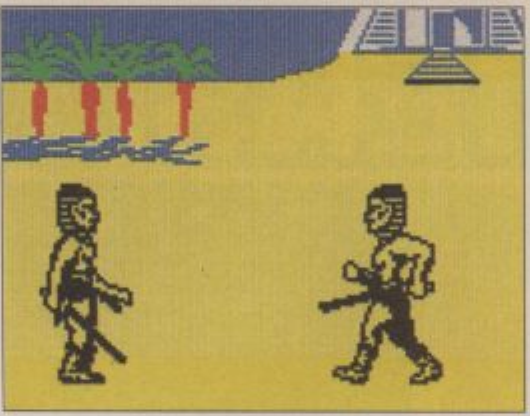
Graphics	8
Sound	7
Value	7
Playability	8

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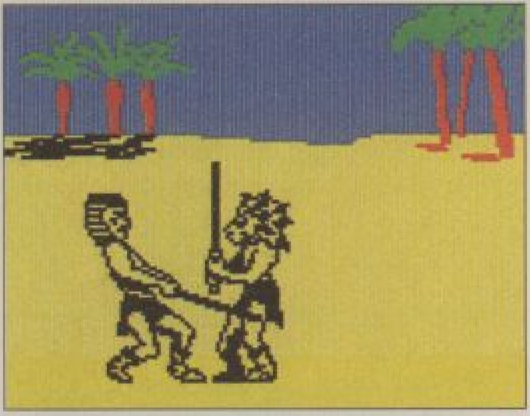
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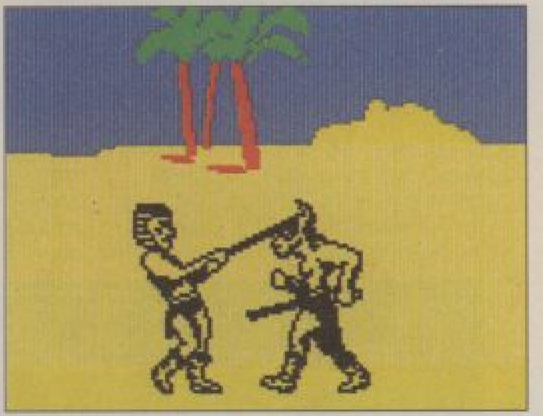
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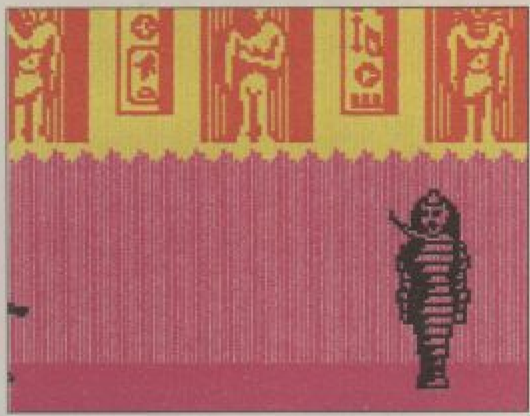












FIGHTING WARRIOR

"Use all your powers of combat in this thrilling Egyptian Arcade game. Featuring sensational scrolling graphics, large animated sprites and ferocious fighting action."

Available for Spectrum at £7.95 and Commodore 64 at £8.95. Coming soon for the Amstrad.

Screen shot details from Spectrum version.

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BLITZ GAME

MCGUIGAN'S BOXING

- **Machine:** CBM 64/128
- **Supplier:** Activision
- **Price:** £9.99

The latest contender in the battle for world championship boxing honours is Activision's *World Championship Boxing*, sponsored by World Lightweight champ Barry McGuigan.

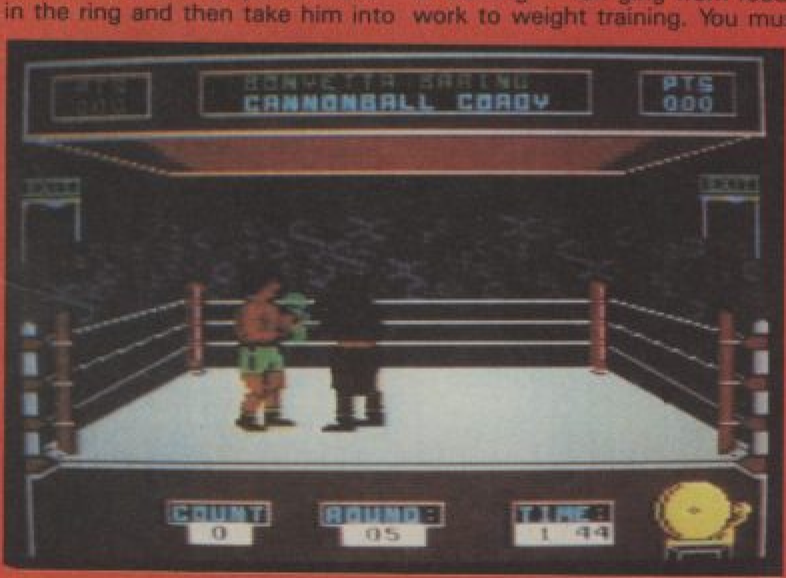
And the game is no easy pushover! You begin by creating your very own little contender, training him so he can stand up to the worst sort of punishment in the ring and then take him into the title bout itself.

Once you've selected the name, race and style of your boxer — he can be anything from a slugger to a dancer — you get a chance to determine his character. He can be a nice guy or a loudmouth, have a hot temper or be erratic. This gives your boxer a sort of artificial "character".

Then you must get into training. You see a screen with icons representing various sorts of training — ran ging from road work to weight training. You must decide how many weeks to allocate to each type of training to build up the weak areas of your boxer.

After the training comes the big fight — you've already selected your opponent by the way from the list of title contenders.

Remember to practice your joystick controls before you get seriously into the game. They are quite complex — and you don't want to be caught with your guard down at a crucial moment, do you?



If you win you get prize money and a chance to have a bash at other title pretenders. If you loose it's back to the drawing board — or menu screen to create another boxer! Well you can always stick with your loser — but who wants to do that!

The sound effects — crowd noise, punches etc — are great and the graphics are nice too.

Barry McGuigan's World Championship Boxing is quite simply an excellent game. Great fun. Great value for money.

● Graphics	9
● Sound	9
● Value	10
● Playability	10



SCHIZOFRENIA

Machine: CBM 64
Supplier: Quicksilva
Price: £7.99

Schizofrenia, or as Quicksilva says, how to be in two minds about paranoia, is indeed a very frustrating game.

It concerns the state of mind of Alphonse T Nurd, a cleaner in the laboratory of Bogdan Schtunk.

Schtunk has found a way to split people into two. And while messing about in the lab one night Alphonse splits himself in two.

To regain his other half Alphonse must work his way through five areas. And that's where the frustration starts. It's very difficult to play.

● Graphics	7
● Sound	7
● Value	7
● Playability	6

BLITZ GAME

PARADROID

- **Machine:** CBM 64
- **Supplier:** Hewson Consultants
- **Price:** £7.95

Bzzzzttt! Beep! Burble, burble. Zappp! Phew, that was a close one! This is ace reporter Rik Link reporting.

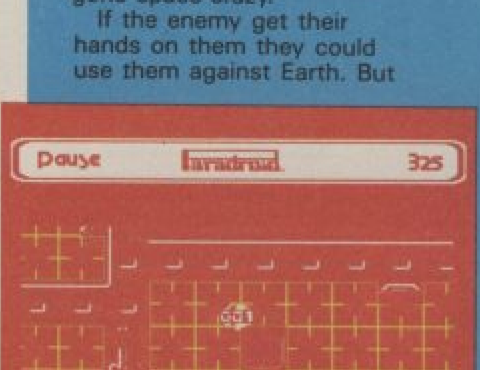
There's quite a battle going on up here in the far distant reaches of the galaxy as droid battles droid in a desperate fight to the finish. It seems that ship-loads of battle-droids sent to reinforce the defence systems have gone space-crazy.

If the enemy get their hands on them they could use them against Earth. But luckily we've got this new gizzmo called an Influence Device which can temporarily take control of a rogue droid and use it to destroy the rest of the crazed metal men.

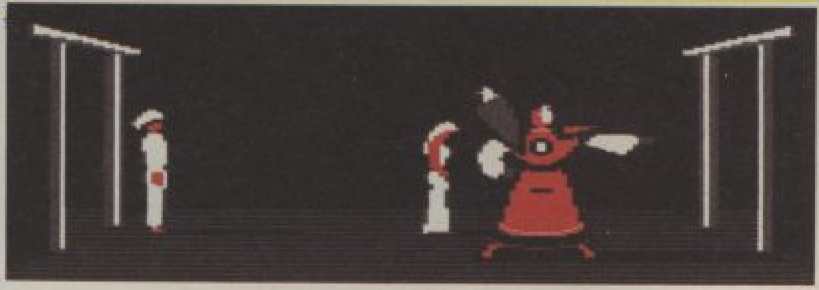
Your droid must use the various lifts on board to beam from deck to deck — but *don't* get brave and go down too far before you've built up enough strength to tackle the tougher droids on lower decks.

The transfer screen — when you take over another droid — is very difficult. But not impossible. You don't get much time to think though! The idea is to attempt a take over by zapping the opposing droids circuitry using your twin activators.

Paradroid will keep zappers and thinkers happy — an unusual combination. One of the best 64 games out right now. Check it out.



● Graphics	8
● Sound	8
● Value	8
● Playability	9



KARATEKA

● **Machine:** CBM 64 ● **Supplier:** Ariolasoft ● **Price:** £9.95

With *Karateka,* Ariolasoft releases what has to be one of its best games. Yes, it's another martial arts extravaganza.

But *Karateka* is graphically brilliant. The scrolling is slick and silky smooth.

The plot is simple. Your bride to be, Princess Mariko, is captured by an oppressive warlord called Akuma and has been imprisoned in his mountain fortress. You have to rescue her.

There you are confronted by the first of a series of guards, each one with a different fighting style. You must defeat each one.

The release of *Karateka* probably comes to late to challenge the supremacy of *The Way of the Exploding Fist* on the Commodore. But if you're still making up your mind whether to buy a martial arts game, it's certainly worthwhile considering *Karateka*.

● Graphics	10	● Value	9
● Sound	9	● Playability	10

▶ CONTINUED FROM PAGE 17

● CONTINUES ON PAGE 22 ▶


THE COUNTDOWN HAS BEGUN
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THE ULTIMATE PLAY THE GAME REVIEWS

Well, what do you expect from the Ultimate computer games magazine? Here we present the two latest Ultimate blockbusters. One for the Spectrum and one for the 64. Plus a special Nightshade *map and tips from* C+VG *readers Paul and Rebecca Harding from Bromley in Kent. Read the reviews, check out the map — then get the games. We make life simple for you, don't we?*





- **Machine:** Spectrum
- **Supplier:** Ultimate
- **Price:** £9.95

Well, they've done it again! Just when you thought Ultimate had squeezed the last out of their famous 3D maze/puzzle games, the *C+VG* Golden Joystick award winners pull something new out of the bag.

Ultimate's latest is set in a strange plague ridden village called *Nightshade*. The village has been blighted by an evil force which has transformed the villagers into a bunch of demons, vampires and other foul creatures.

Your job is to lift the curse on the village. Simple, eh? No, not really! In true Ultimate style the solution to the cursed village is left entirely up to the player.

The graphics — mysterious deserted half timbered houses and odd assorted demons — are great. Sound effects are up to standard for the virtually dumb Spectrum and game play is just great fun.

Actually a brief spin among the monsters and I've discovered that your brave adventurer can pick up antibodies from within the haunted houses to protect himself. You can use them to zap a few monsters.

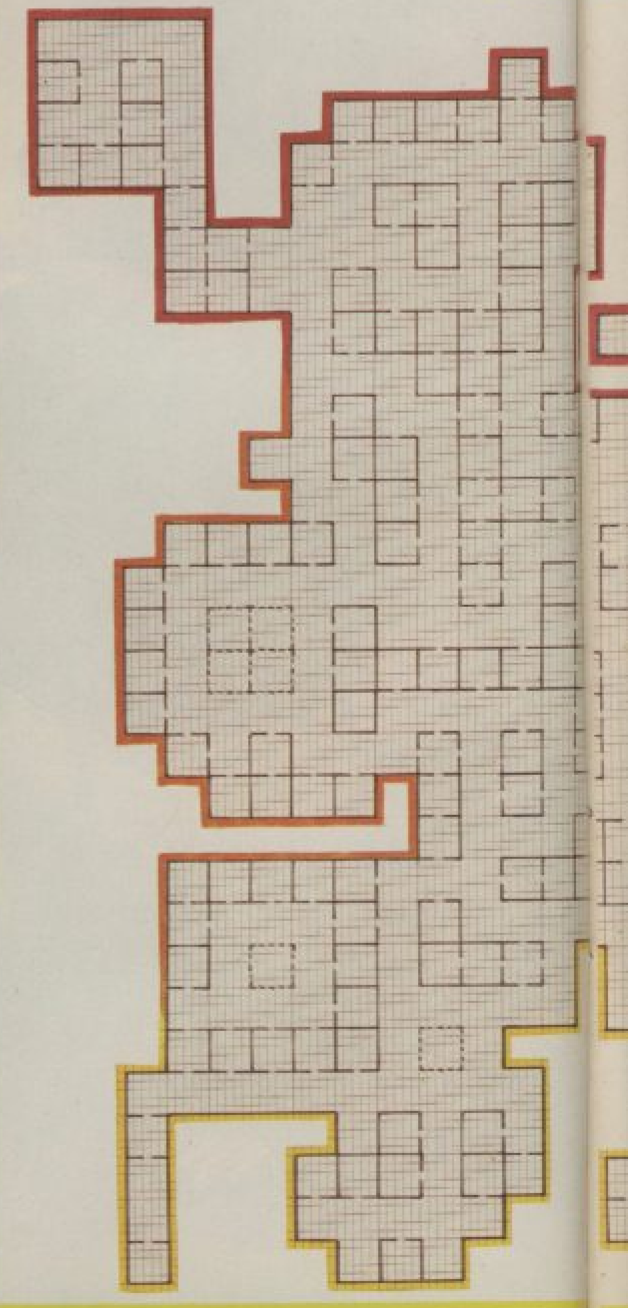
Contact with the minor monsters drains your strength — but should you come into contact with the nasty Mr Grimreaper you're done for.

Another nice touch is that you can switch your angle of view with a touch of a key. Useful to prevent monsters creeping up behind you.

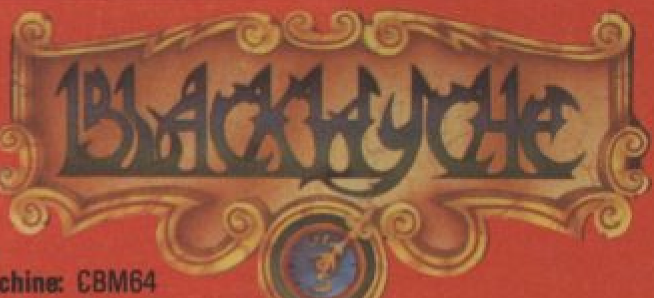
Nightshade is another instant classic from Ultimate — it'll keep you guessing for some time. But how long can they keep using a similar format for their games?

Graphics	9
Sound	9
Value	9
Playability	10

NIGHTSHADE



CONTINUED FROM PAGE 20



Machine: CBM64
Supplier: Ultimate
Price: £9.95

Yo-ho-ho! Have C64 owners got a treat in store? Ultimate have done it again. They've created an entertaining and enthralling game which will have you super-glued to your joystick for hours!

Blackwyche is the second Ultimate game for the 64 and is a distinct improvement on *Entombed*. It stars good old ace explorer Arthur Pendragon — the Indiana Jones of the computer gaming world. This time he's in big trouble aboard a haunted pirate ship.

Old Arthur couldn't keep his curiosity under control when a mysteriously deserted phantom galleon came up at him out of the mist. Unlike other normal people, who would just run away, Arthur has to climb aboard and nose around. That's how he finds the captain's log. And there's not a stardate in sight!

The log tells of a doomed expedition. The captain, one Richard Cavendish, spent days searching underground caverns on a mysterious island which had, as its best feature, a mountain in the shape of a skull.

The skipper and his men were looking for the lost Crystal Skull of Souls. They found it and brought it back on board their ship — the *Blackwyche*.

The last words the captain wrote were in rhyme and told of the dreadful fate which befell him. His soul was taken by the dark, evil forces of the skull.

Arthur sets out to free the captain's lost soul — and that's where you come in.

You find yourself on the deck of the *Blackwyche* — graphically quite similar to the original *Entombed* game. You soon discover that you're not quite alone on the ship as nasty green and white Harpies start attacking — draining your energy.

You must immediately make a dash to your left, rush through the first door you come to and grab the captain's sword which will help you fight these horrible creatures.

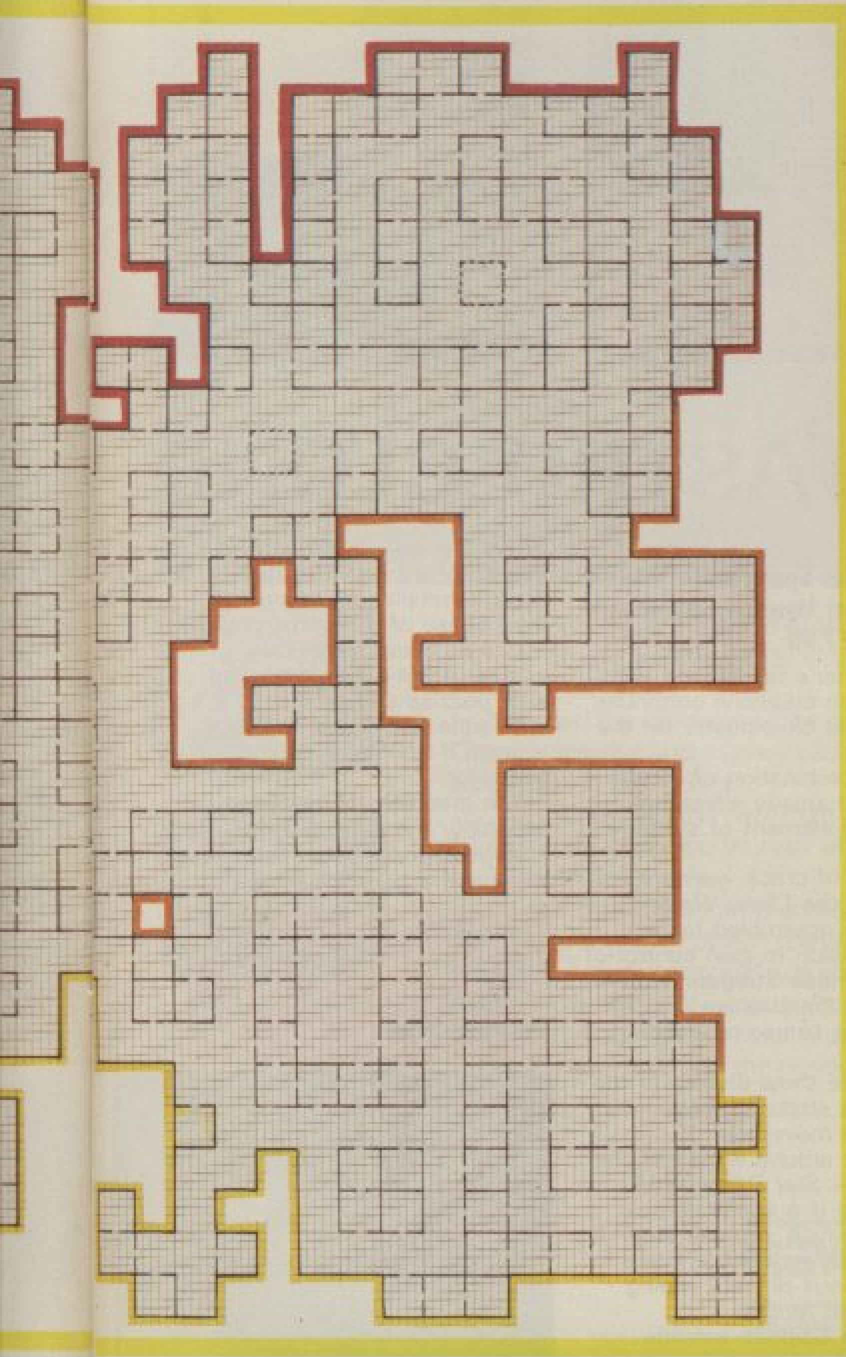
But the room is already inhabited by skeletons — well you can't have it too easy, can you? These skeletons attack as soon as you enter — so be prepared to make a run for it.

Blackwyche is miles better than *Entombed* — the graphics for the Arthur character could be slightly better — but that's a minor quibble.

If you liked *Entombed* you're going to go ape over *Blackwyche*. Just like we did at *C+VG*!

● **Graphics**	**9**
● **Sound**	**9**
● **Value**	**10**
● **Playability**	**10**



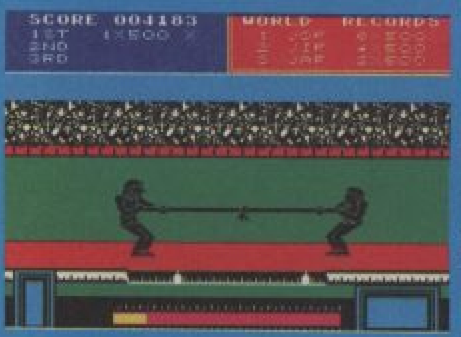


1. Always try to find a collonade. It will help you work out where you are.
2. Try to build up a good supply of antibodies before you set out.
3. Never travel very far without an antibody.
4. Try to keep weapons — hammer, bible, cross and egg timer — at the bottom of your weapons rack with several antibodies above.
5. NEVER shoot a weapon unless you are sure you've got the right target!
6. Weapons in your rack will flash when the monsters they will kill are near. The hammer kills the Skeleton, the Bible kills the Ghost, the Cross kills the Monk and the Egg-Timer kills Mr Grimreaper.
7. Winged boots make you move faster!
8. First the bad news. The baddies are horrible disease ridden things. Touch them and you'll catch something. From white you turn yellow, then green — one more touch and you're DEAD.
9. Now the good news — potions make you well again.
10. Potions and boots are often found near collonades.
11. Antibodies can be found in every room. But not corridors.
12. If a fire spirit appears, DON'T stick around. It will head straight for you.
13. Some antibodies will kill some baddies outright. Others will just change their form (See IDEAS CENTRAL).
14. For each monster you kill with a weapon, you get a huge 250,000 points.
15. Pressing Z or Shift will reverse your view.
16. You'll find more hints and tips and a *Nightshade* monster chart on the IDEAS CENTRAL on page .

● CONTINUES ON PAGE 24 ▸







BLITZ GAME

DALEY THOMPSON'S SUPER TEST

- **Machine:** Spectrum/CBM 64/ Amstrad
- **Supplier:** Ocean
- **Price:** £6.95 (Spectrum) £7.95 (CBM 64) £8.95 (Amtrad)

And you thought there were enough sports games on the shelves of your local computer store already! Well, make room for one more — for despite the fact that you've probably played *Hypersports, Decathlon, Superstar Challenge,* and *Summer Games II* and *Daley Thompson's Super Test* is great fun!

No, this isn't a throwaway selection of games that didn't get into the original Decathlon. It's a neat new game in its own right — despite the sports overkill.

I'll pick a couple of the newer events to talk about here — after all you've probably already had a go at cycling, rowing, shooting etc.

Ski-jump is great fun. You have to build up speed on the downward slope and time your jump and landing just right. Difficult at first but soon mastered. You'll enjoy going for that mega-jump! The screen display shows a close up view of your skier as he hurtles down the slope and through the air, while on the right hand side of the screen you see a plan view of the jump and an expanded side view in little windows.

There's a power meter at the bottom of the screen view in little windows.

Penalty kicking is also a fun event. And the goalkeeper certainly isn't slow on his feet. You get an overhead view of the goal and goalie plus a readout of the angle of your kick.

The Tug o'War is another new event — you can pick a variety of opponents depending on the score you want to achieve. The tougher the opponent the more points you get for beating him.

There's a high score feature and a really nice end screen. If you win, you see yourself standing on the rostrum and the crowd behind you shout things like "Far Out" and "Great" — words which appear in little bubbles.

DT's Super Test is a fine sequel to *Decathlon* and will wreck many more joysticks!

• Graphics	9
• Sound	7
• Value	9
• Playability	9

MATCH DAY

- **Machine:** BBC
- **Supplier:** Ocean
- **Price:** £9.95

For those of you who are starved of soccer on TV this year, *Match Day* could be some compensation.

It even kicks off with — in my humble opinion — the excrutiatingly awful Match of the Day theme tune.

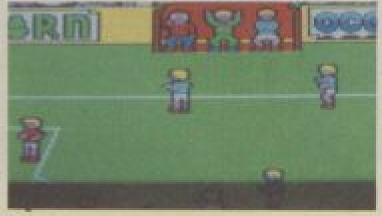
The game is viewed from a TV camera angle which scans the pitch nicely.

Each team consists of goal-keeper, defenders, midfield and attacking players. Control is by either keyboard or joystick.

You control the player who is in possession of the ball or a player in the best position to tackle or intercept.

Football games always seem popular and *Match Day,* should do well for Ocean.

• Graphics	8
• Sound	8
• Value	8
• Playability	9



BLITZ GAME

MARSPORT

- **Machine:** Spectrum/Amstrad
- **Supplier:** Gargoyle Games
- **Price:** £9.95

It's the year 2494. Earth has been under siege for seventy years by the Sept, a hive-culture from the Galactic centre. Since the siege began, the Sept have been kept at bay by a huge sphere of force which surrounds the Earth and its moon. But the Sept, like all good, evil aliens, have been beavering away and working out a method of breaching the Earth's defences and unless the force field is improved they will succeed!

What Earth scientists need are the original plans for the defence sphere. But unfortunately some careless person left them behind on — you guessed it — Marsport.

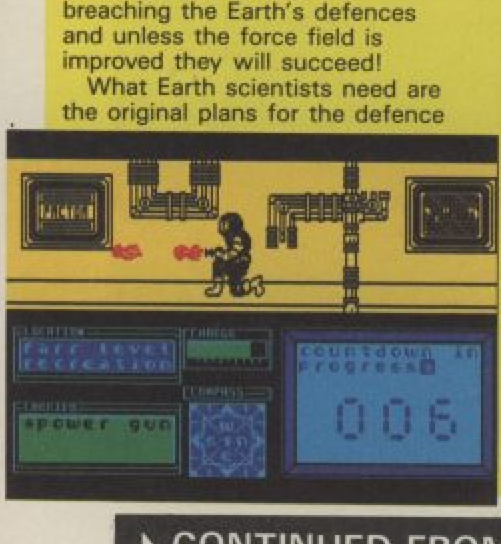
Marsport is an extremely clever game. There are loads of puzzles to be solved and a huge area to be explored. You'll need to take a close look at the instructions and the map which come with this nicely packaged game before taking off to Marsport.

The graphics are good — although some of the colours chosen for some of the screens could lead to a few sore eyes!

The Commander can pick up and use objects he finds around the city — mostly in the various supply lockers dotted about on the walls. I loved teh way the locker doors slide open as you approach.

Other messages warning you of approaching danger flash up below the main display.

Marsport is quite simply a great game. Get it!



• Graphics	8
• Sound	7
• Value	9
• Playability	9

BLITZ GAME

ASTRO-CLONE

- **Machine:** Spectrum
- **Supplier:** Hewson Consultants
- **Price:** £7.95

Steve Turner's fascination with his Seiddab creations continues in his latest blockbuster for the Spectrum.

It's a combination of arcade action and arcade adventure with a big element of strategy thrown in.

A team of crack warriors, known as the Clone Warriors, have been assembled for a secret mission to gain control of the mysterious Stargate sectors which the Sieddab are threatening to use to invade earth.

There are three phases to the game. The strategy phase in which you move your 15 spacecraft around a map of the universe — *Star Raiders*-style. Then there is a space combat phase in which you zap around *Defender*-style over the surface of the various planets wiping out Sieddab forces.

Locate a Seiddab satellite above the planet and you'll be able to beam down to the ground installation where the third phase of the game begins.

Like all Steve's previous games, *Astro-Clone* is packed with puzzles and problems. It'll take quite some time to crack — even if you're an expert gamester.

The graphics are terrific — especially the explosions!

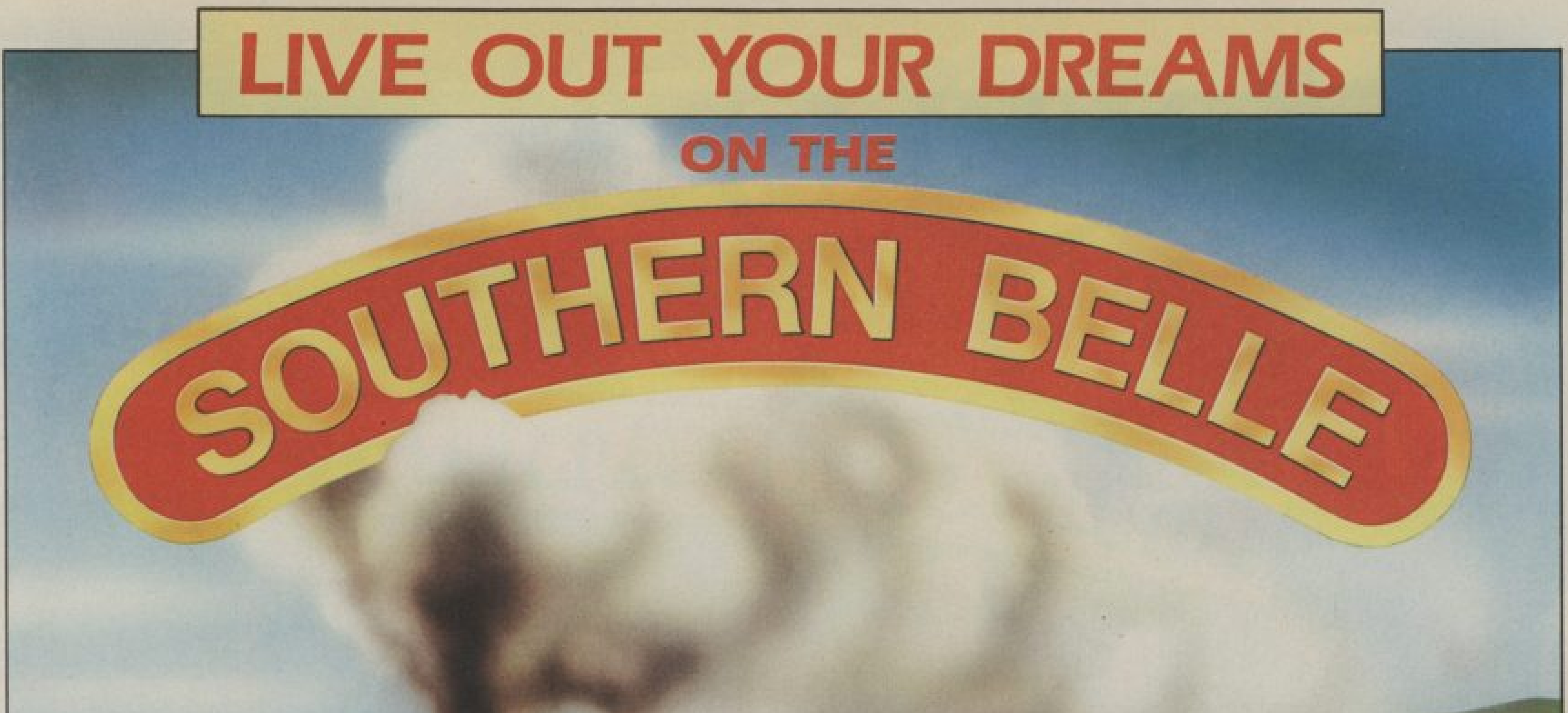
Astro-Clone is great fun, great value and a great challenge.

• Graphics	9
• Sound	8
• Value	10
• Playability	9



▸ CONTINUED FROM PAGE 23

• CONTINUES ON PAGE 27 ▸

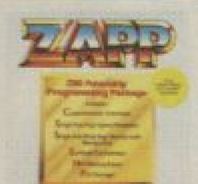






These programs are supplied on cassette and are compatible with the 664 and 6128 when used with cassette player and suitable leads.

Now we have just the ticket to stoke up your Amstrad as the best selling Southern Belle is now available for all Amstrad computers.
Hop abroad the footplate of the powerful King Arthur Class locomotive and journey back to the glorious days of steam during the 1930's.
You can almost feel the heat from the firebox and smell the billowing steam as you thunder along the famous London to Brighton run.
Using the footplate controls and gauges, you have 60 minutes to tow the Pullman carriages from Victoria to Brighton. Any delays could ruin your timetable, so keep an eye on your stocks of water and coal – check the efficiency of your coal burn by the density of the smoke. Your present speed, time and the position of the next signal for guidance are also displayed.
Wipe the soot from your eyes and peer out of the cab to pick out the 24 stations as they rush by. Look out for other well known landmarks such as Battersea Power Station and the Clayton Tunnel.
Take the option as the driver with your Spectrum guiding you along the right track, or harder levels where you are the driver *and* the fireman, perhaps facing adverse conditions that could make you disastrously late!
Realistic controls such as a regulator controlling the flow of steam to the cylinders, the damper controlling air flow to the fire, vaccum brakes and the fire doors, plus authentic sound and graphics make Southern Belle second only to the real experience.



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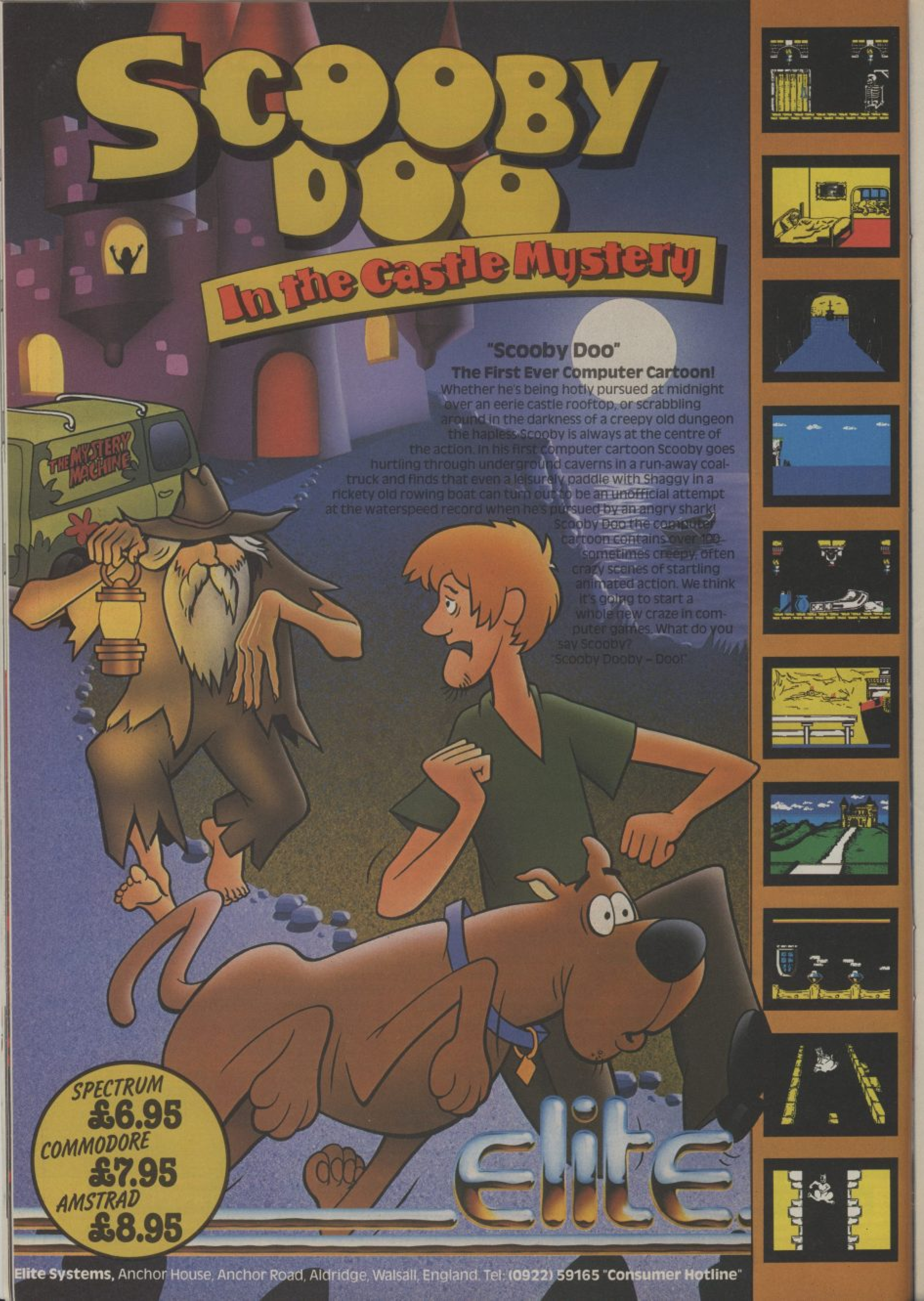
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ON THE RUN

- **Machine:** Spectrum/ Amstrad
- **Supplier:** Design Design
- **Price:** £6.90

Design Design have built up a cult following with games like *Dark Star* — which contained some rude comments about *C+VG* but we won't hold that against them.

With *On the Run* the DD team have come up with a more mainstream maze type arcade adventure set on a planet where the vegetation has gone wild! You play the part of Rick Swift, a Defence Department trouble-shooter. Your mission is to find six deadly flasks filled with the chemical which created the mutant blooms before they become active!

Within the maze you'll find other items. Some are obviously helpful like the smart bombs and the energy giving magic mushrooms. But others offer other strange powers which you have to work out for yourselves.

The graphics on both Amstrad and Spectrum versions are excellent — and the game is extremely playable.

● Graphics	9
● Sound	8
● Value	9
● Playability	9


1

FIGHTING WARRIOR


2

- **Machine:** Spectrum/CBM 64
- **Supplier:** Melbourne House
- **Price:** £7.95 (Spectrum) £8.95 (CBM 64)

Just when you thought it was safe to pick up your joystick without fear of getting kicked in the goolies or socked in the jaw, yet another all action combat game explodes onto your screen!

Yes, the *Exploding Fist* people, Melbourne House, are out to give you a few more bruises with *Fighting Warrior*.

Although the game follows in the footsteps of the current trend for martial arts mayhem, *Fighting Warrior* has a strong fantasy feel to it.

It's set in the sand dunes of ancient Egypt — and you play the part of Fighting Warrior — Champion Of All Egypt. You're on a quest to free a beautiful princess who has been imprisoned by the evil forces of darkness in a dank, dark tomb.

The evil forces are out to stop you dead in your tracks — literally. Monsters and demons of the most awful kind materialize in front of you as you trudge across the burning sands!

You must fight them off using your trusty staff. But they are tricky and tough creatures and they'll duff you up really badly, given half a chance.

Fight them off *Fist* style — keeping an eye on your strength rating at the bottom of the screen.

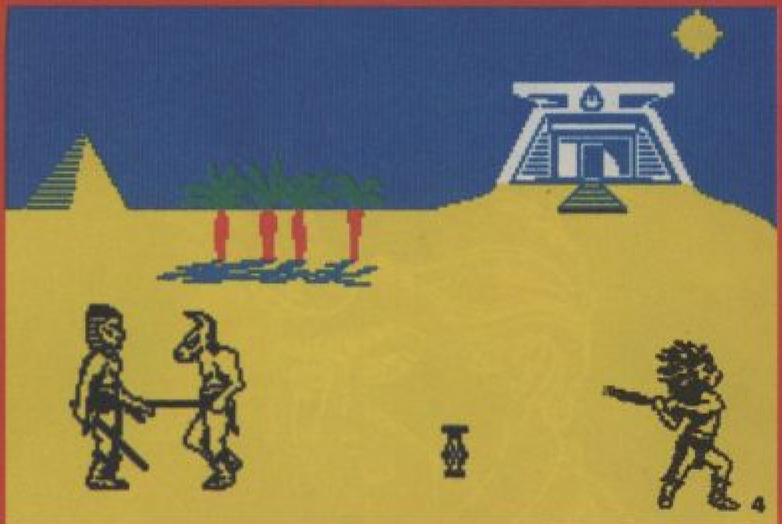
As you battle the various monsters, you'll come across some strange vases resting in the dunes — try to smash them as they contain various spells and forces which can help your quest. Some kill monsters outright, some give you more energy and some — well that's up to you to find out.

The graphics are big, bold and superbly animated — even, dare I say it, better than the Spectrum *Fist*.

Fighting Warrior is an action adventure packed with surprises — a worthy successor to *Fist*.

● Graphics	9
● Sound	9
● Value	9
● Playability	10


3


4

You've read the review now win the game! We've got 50 copies of this new Melbourne House game for the Spectrum and 64.

All you have to do is look at the pictures of the creatures Fighting Warrior encounters on his quest — and give them a suitable name. Easy eh?

The person who, in the opinion of *C+VG* and Melbourne House, thinks up the best names will get a copy of the game, a free Big Red t-shirt — AND the chance to name characters in a brand new secret game soon to be released by MH.

Once you've thought up your names, fill in the coupon — not forgetting to tell us which computer you own — and rush it to *Computer and Video Games*, Fighting Warrior Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th, normal *C+VG* rules apply.

C+VG/MELBOURNE HOUSE
FIGHTING WARRIOR
COMPETITION

My names for the monsters are:
1. ....
2. ....
3. ....
4. ....
Name..............................
Address..............................
....
....
Computer I own (tick box)
Spectrum ☐
C64 ☐
T-shirt Med/Large

WIZARD'S LAIR

- **Machine:** Amstrad and CBM 64
- **Supplier:** Bubble Bus
- **Price:** £8.95

The lure of the *Wizard's Lair* is still as addictive as ever. And this time it's Amstrad and Commodore 64 owners who will fall under its spell.

The Spectrum version of this Bubble Bus classic got almost top marks when reviewed in *C+VG* in May.

And now Bubble Bus has taken the unusual step of selling the Amstrad and CBM 64 conversions back-to-back on the same tape.

But first, the plot. Pothole Pete is trapped in an underground cave. He stumbles on the Wizard's Lair, a massive network of rooms, caves and tunnels. To escape he must find the four pieces of the Golden Lion.

The Lair is inhabited by many creatures. Some will help, others will hinder him as he tries to find the Lion.

The graphics on both the Amstrad and Commodore are great, especially the Commodore. The animation on both is excellent.

Obviously *Wizard's Lair* is heavily influenced by Ultimate's *Atic Atac*. But that's more a comment on its excellence rather than a complaint.



Amstrad	
● Graphics	8
● Sound	8
● Value	9
● Playability	10

CBM 64	
● Graphics	9
● Sound	8
● Value	8
● Playability	10

● ENDS HERE

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Editor

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THE SOFTWARE CHART

Hot off the presses is the latest *C + VG Gallop Software Top 30*. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier to you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

- NOVEMBER
- Compiled by Gallup

TOP 30/ALL FORMATS

THIS MONTH	LAST MONTH	GAME	MACHINE	MANUFACTURER	WEEKS IN CHART
1	2	Way of the Exploding Fist	SP, C64, AMS	Melbourne House	8
2	—	Now Games	SP, C64	Virgin	1
3	—	Daley Thompson's Super Test	SP, C64, AMS	Ocean	1
4	—	Summer Games 2	C64	Epyx/US Gold	1
5	—	Sky Fox	C64	Ariolasoft	1
6	1	Hypersports	SP, C64, AMS	Imagine	10
7	—	Nighshade	SP	Ultimate	1
8	3	Frank Bruno's Boxing	SP, C64	Elite	10
9	13	Finders Keepers	SP, C64, AMS	Mastertronic	8
10	8	Frankie Goes To Hollywood	SP, C64	Ocean	6
11	—	Beach-head 2	C64	US Gold	1
12	—	Action Biker	C64	Mastertronic	2
13	16	BMX Racers	SP, C64	Mastertronic	7
14	18	Beach-head	SP, C64, AMS	US Gold	2
15	—	Chiller	C64	Mastertronic	1
16	—	Formula One Simulator	SP	Mastertronic	1
17	—	Dambusters	C64	US Gold	1
18	—	Highway Encounter	SP	Vortex	2
19	—	Barry McGuigan World Champ	SP, C64	Activision	1
20	—	Red Moon	SP	Level 9	1
21	—	Karateka	C64, AT	Ariolasoft	1
22	6	Elite	SP, C64	Acornsoft	19
23	—	Cylu	SP	Firebird	2
24	—	Jet Set Willy 2	SP, C64	Software Projects	2
25	4	Soft Aid	SP, C64	Various	26
26	11	Spy vs Spy	SP, C64	Beyond	7
27	—	Southern Belle	SP	Hewson Consultants	1
28	26	Kik Start	C64	Mastertronic	8
29	—	Red Arrows	SP, C64	Database	1
30	—	Nonterraqueous	C64	Mastertronic	1

C64/TOP 20

1	**Summer Games 2**/Epyx/US Gold
2	**Sky Fox**/Ariolasoft
3	**Beach-head 2**/US Gold
4	**Way of the Exploding Fist**/MH
5	**Now Games**/Virgin
6	**B. McGuigan Wrd Cmp**/Activision
7	**Karateka**/Ariolasoft
8	**Kik Start**/Mastertronic
9	**Hypersports**/Imagine
10	**Elite**/Firebird
11	**Frankie goes to H'ywood**/Ocean
12	**Action Biker**/Mastertronic
13	**Finders Keepers**/Mastertronic
14	**Rescue on Fractalus**/Activision
15	**Hunter Patrol**/US Gold
16	**Pitstop 2**/Epyx/US Gold
17	**Blackwych**/Ultimate
18	**Impossible Mission**/Epyx/US Gold
19	**Summer Games**/Quicksilva
20	**Nodes of Yesod**/Odin

SPECTRUM/TOP 20

1	**Way of the Exploding Fist**/MH
2	**D. Thompson's Super Test**/Ocean
3	**Nightshade**/Ultimate
4	**Now Games**/Virgin
5	**F. Bruno's Boxing**/Elite
6	**Hypersports**/Imagine
7	**Highway Encounter**/Vortex
8	**Frankie goes to H'ywood**/Ocean
9	**Southern Belle**/Hewson Con.
10	**Dambusters**/US Gold
11	**Soft Aid**/Various
12	**Jet Set Willy 2**/S'ware Projects
13	**Spy vs Spy**/Beyond
14	**Finders Keepers**/Mastertronic
15	**Dynamite Dan**/Mirrorsoft
16	**Action Biker**/Mastertronic
17	**Spy Hunter**/US Gold
18	**Cylu** /Firebird
19	**Red Arrows**/Database
20	**Fairlight** /The Edge

AMSTRAD/TOP 10

1	**Way of the Exploding Fist**/MH
2	**Frank Bruno's Boxing**/Elite
3	**Finders Keepers**/Mastertronic
4	**Nonterraqueous**/Mastertronic
5	**Chiller**/Mastertronic
6	**Beach-head**/US Gold
7	**Scrabble**/Leisure Genius
8	**Red Arrows**/Database
9	**Locomotion**/Mastertronic
10	**Starion**/MH

MACHINE KEY

SP = SPECTRUM
C64 = COMMODORE 64
AMS = AMSTRAD
BBC = BBC
AT = ATARI
ELEC = ELECTRON
ENT = ENTERPRISE

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THE COMPETITION





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HIGHWAY ENCOUNTER

by Vortex

Temperatures are rising fast. But it's not a heatwave, I'm afraid. The Aliens have landed. To save the globe from domination you have to activate the 5 Vortons and the deadly Lasertron. Dodging hailstorms of bullets you must boldly go forth to save the planet. (I think I'd rather stay at the Met office.)

Spectrum 48K and Amstrad **£7.95**

SCOOBY DOO

by Elite

The team of top sleuths is back. This lot could sniff out a sunbeam! Stunning graphics and super smooth action give this game a touch of class.

Spectrum 48K **£6.95**
Commodore 64 **£7.95**
Amstrad **£8.95**

WORLD CUP

by Arctic Computing

This league table reads MUCH better than my round the world temperature chart. But then top teams are involved, and you get the chance to pick the players and score the goals. Och, what could be fairer than that, ref?

Spectrum and C16 **£6.95**
Commodore 64 and Amstrad **£7.95**

Screen Shot GRAPHICS PACK

by Dorling Kindersley

Are you interested in really good value? I am too, and this books plus software pack has loads of routines for creating lovely graphics. There are over 200 sprite designs alone! Gosh, it's um well unbelievable – top class graphics, super fast speeds and hi-res reults.

Spectrum, Commodore 64 and Spectrum+ **£15.95**

...ghs for Autumn'

COMPUTER HITS

by Beau Jolly

A summary chart of all that's the best in computer games. But on this chart not a depression in sight! Every one is guaranteed to keep you smiling rain or shine. There are sports, simulations, arcade and adventures. Oh, and yes, I almost forgot, a version for most machines.

10 games **£9.95**
6 games **£6.95**

GANDALF

by Tymac

Two great games now on Spectrum. Gandalf – a man after my own heart – throws thunderbolts from his fingertips.

FLYER FOX

by Tymac

It's not raindrops falling on your head but fireballs from a Mig fighter.

Spectrum 48K Each game **£7.95**

"Super plays for rainy days"

Souls of DARKON

by Taskset

Not for the faint of heart this one. You must venture beyond the sun and through the gof – oops sorry fog (no, not to Lanzarote) to Megron, where the trick is to free the people from the curse of Darkon. Oh dear, quite a challange, but YOU can succeed.

Amstrad **£8.90**

Old Scores

by Global Software

Solving this is like finding a snowflake in July (or deciphering one of my maps). Private Investigators will love it, and if you have never been lost around London's South Bank, here's your chance. Solve the mystery, explore the theatres, and become famous!

Spectrum 48K **£6.95**
Amstrad and Commodore 64 **£7.95**

Graham Gooch's TEST CRICKET

by Audiogenic

A super game for all seasons. Complete with googlies, silly mid-offs, authentic scoreboards and starplayers – relive the highlights of summer!

Commodore 64 (Cassette) **£9.95**
Commodore 64 (Disk) **£11.95**

Paintbox

by Audiogenic

The graphics package which gives you much more than squiggly lines and cloud shapes. It has everything you need to produce high resolution pictures. Do you think the beeb would be interested?

Spectrum, Commodore 64 and 16 **£9.95**

The Secret DIARY OF ADRIAN MOLE aged 13¾

by Mosaic

It's no fun being me. What with the sun turning to snow overnight and always having to look on the bright side. Now if I was a budding intellectual and poet like Adrian all my problems could be turned into great fun. And maybe they'd make me into a game too. (Well, I can dream.)

Versions for most machines.
Cassette **£9.95**
Disk **£12.95**

"Games to bring you Winter cheer"

BLADE RUNNER

by CRL

Gosh, here's a chance to be a bounty hunter *and* save the world. Scattered showers of Replidroids have run amok. These human look-alikes have to be pinpointed, tracked down and 'retired' if the outlook is to be at all sunny.

Commodore 64 **£8.95**

All games featured are available from Laskys, WH Smith and other good software stores.

Win



SPOT THIS MONTH'S MYSTERY MICROGAMER AND WIN A FANTASTIC PRIZE. TEN 2-PACK PROGRAM PRIZES MUST BE WON PLUS SINGLE GAME PRIZES FOR THE FIRST 100 RUNNERS UP.

If you think you know the answer, send this coupon to us, no later than 14 November 1985. The first ten correct entries will each receive SCOOBY DOO and SOULS OF DARKON. 100 runners up will each receive a super game for their machine type.

I say the Mystery Microgamer is: ____________

Send me your latest full list of software programs.

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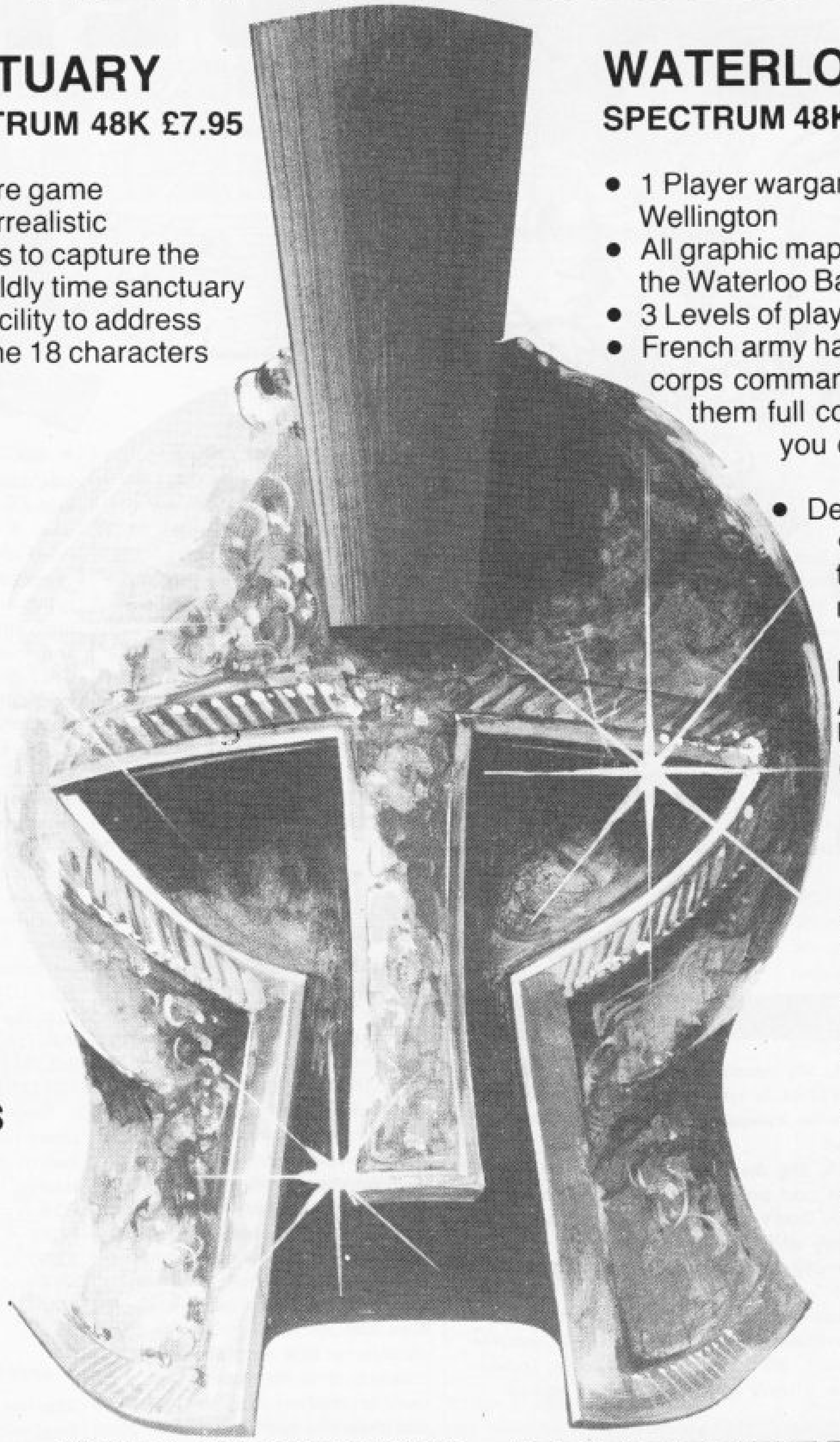
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Prizewinners
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M Patel, Manchester
Lee Gardner, Norbury
Mike Davies, Llandeilo
Sarah Tansley, Uxbridge
Billy Marshall, Leeds
William Clark, Kingsthorpe
David Morris, Weston Super Mare
Mary Dolan, Preston
Amil K Seth, Wantage



Last month's mystery Microgamer was Tracy Ullman. 10 prizes are on the way.


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For all mail-order customers we are offering five 12" × 16" glossy posters of the cassette inserts plus our 1985 Poster Calendar Pure Collectors Items
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TEAM SANYO &
Harvey Smith
Showjumper
In this game there are twelve different courses available for you to tackle, each presenting its own problems. You might fall off, refuse a jump, knock a fence down or even be eliminated for jumping a wrong fence. It's all up to you. Tell the horse to walk, canter, gallop, turn or jump when you want him to. All the thrills (and spills) straight from Hickstead! That's not all, if you want to try some new obstacles you can simply and easily design new courses for yourself, without any programming knowledge needed. You can decide where you want the walls, gates or any of the different types of fences available. Up to six riders may compete, each representing a different country with the scores being updated on the "Master Scoreboard" as each round is completed. All faults are recorded automatically, not forgetting that the clock is ticking away all the time as well. There is also a "Hi-Score Scoreboard" for each course. We would like to thank Team Sanyo and Harvey Smith for their encouragement and inspiration.
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IDEAS CENTRAL

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber.

Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it. So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So send your game hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Now — let's take a look at what the BH squad have come up with . . .

POKES

I mentioned that we would be sending software to the person who sent in the Star Tip of the Month. That first honour goes to Barry Unwin of Sunderland. I shall be looking out some games for you personally, Barry. Who knows what you would end up with if I let the Bug Hunters deal with it! Speaking of the BH Squad they have been out and about collecting hints, tips and pokes for your favourite games. So read on and see what info they've discovered...

• AMSTRAD

STAR POKES for the AMSTRAD come from Barry Unwin of Sunderland. **Defend or Die** — 10 MEMORY 16383. 20 LOAD "DEFEND OR DIE". 30 POKE 25828,255. 40 POKE 25833,255. 50 CALL 16421. This will give you 99 lives and 99 smart bombs.

Starstrike 10 MEMORY 5119. 20 MODE 0: BORDER 0. 30 FOR G=0 TO 15: READ P: INK G,P: NEXT G 40 Data 0,2,6,8,18,20,24, 26,26,26,26,26,26,26,15. 50 LOAD "SETUP.BIN",32768. 60 CALL 36506. 70 LOAD "!CODE.BIN",5120. 80 POKE 9792,0:POKE 9793,0. 90 CALL 10140 This will replenish your energy after each successful attack on the Death Star.

Knight Lore/Amstrad Richard Alpin of Bristol gave us some Pokes for Amstrad *Knight Lore.* Rewind the tape, and type MEMORY &1999. LOAD "0",&2000 when it has loaded type 10 FOR T=&A000 TO &A00E:READ A:POKE T,A:NEXT:POKE &49c9,0

```
20 DATA 243,33,0,32,17,0,0,1,0,
128,237,176,195,0,0
30 MODE 1:CALL &A000
RUN
```

This will give you infinite lives.

• TEXAS

What's happened to all you Texas and Dragon supporters? X + B-Con could only find one poke for each! — Anyway let's see what they have come up with. This one for the Texas works on *Alpiner, Hopper, Munchman, Munchmobile* and *Moonmine.* When you use it you can choose the number of lives etc at the start of the games. Select the game you want and when the title screen come up, quickly hold down the shift key and press the keys 838. For instance on *Munchman* first type a number one less than the screen you want to start on then the speed and then the number of lives you want. Thanks to J. Setzer of Cumbria for that one.

• DRAGON

Jan van Siuis of South Wirral sent in the following pokes for the **Dragon — Manic Miner.** To get onto any screen: Type "p" the game will pause. Now type Penguins. A boot will appear in the right bottom corner. Press break and the game will pause, press A-V to go on to any screen.

Donkey King
For 255 lives. Before "Exec"ing type POKE 12914,n n=1-255 lives.

Dungeon Raid — press "C" after your go and you will start where you left off.

• BBC

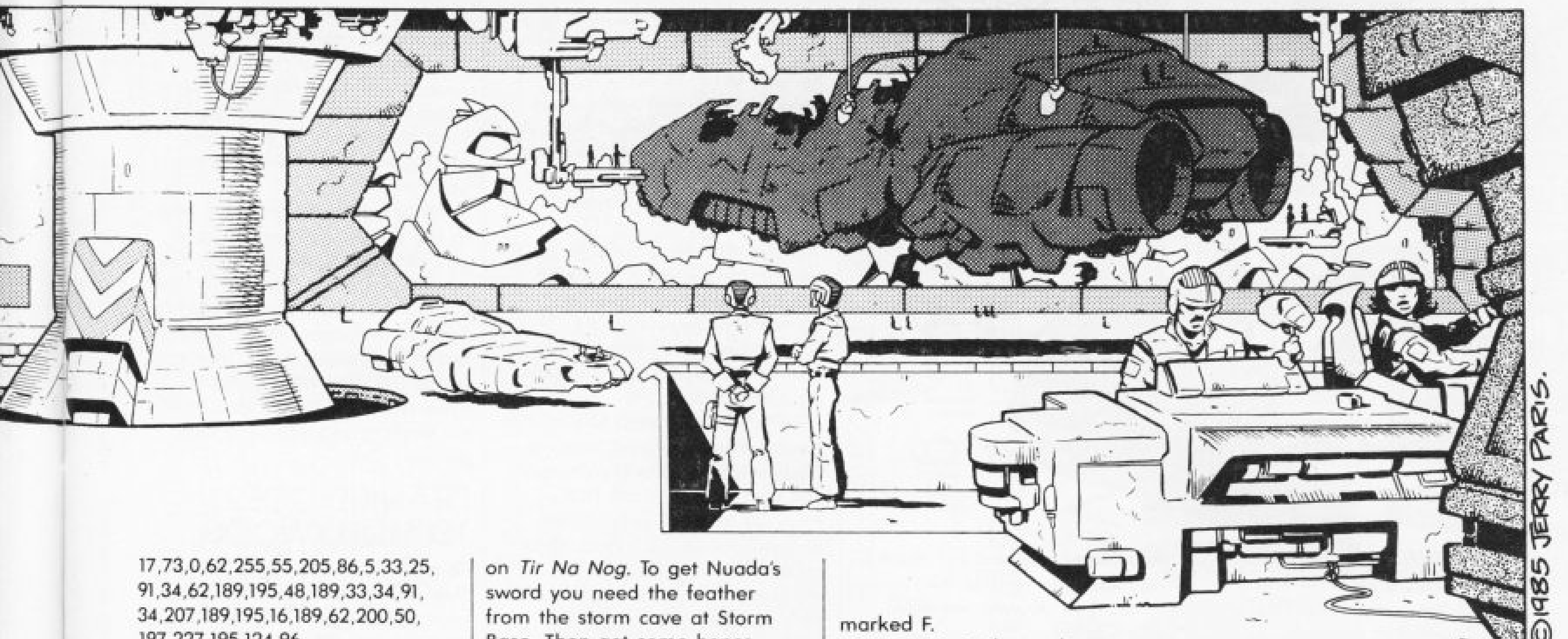
BBC Lovers will be glad to know we have a few for them also. A. Finn of Stroud has a Poke for *Castle Quest* and *Wizadore.* To stop the bowmen firing in *Wizadore,* *LOAD the main machine code program and then ?&37AA=&00 and CALL the execution address (this can be found by *INFO for a disk based system and *OPT 1,2 for a tape based system).
To get more lives than normal on *Castle Quest,* *LOAD the main machine program then ?&433E=& the number of lives you want (in Hex) up to FF (256 in base 10). Next CALL the execution address.
Simon Bond of Malvern gives his pokes for *Son of Blagger.* Type LOAD and when found stop the tape and press RUN/STOP. Now enter POKE 913,237:POKE 924,126:POKE 925,227 Return.
Then type SYS but DO NOT press return. Press Play and Return at the same time. Once loaded type NEW. Then type FOR A=9024 TO 14783 Return, POKE A,0:NEXT. Now type SYS 33792 to start the program. This will destroy all sprites.

• SPECTRUM

Starion: Rewind tape to beginning and type in CLEAR 65535:LOAD " " CODE: RANDOMIZE USR 23303. If your tape came in the normal cassette box, type POKE 46526,0. If it came in a different box, type POKE 46600,0 Then all type GOTO 30 to start the game and you have infinite lives.

Dragontorc: You will need a specialised loader program for this one. Type LOAD" " and start game tape. Once *Dragontorc* has been printed up stop the tape and press the BREAK key, type in and Run the following program.

```
10 FOR F= 23296 TO
23037:READ A:POKE F,A:NEXT
F:RANDOMIZE USR 23296
20 DATA 49,122,96,221,33,16,189,
```



17,73,0,62,255,55,205,86,5,33,25, 91,34,62,189,195,48,189,33,34,91, 34,207,189,195,16,189,62,200,50, 197,227,195,124,96

Start the game tape and the game will now load as normal. You will now have infinite energy. With this you can do a few interesting tricks like putting on a background spell permanently. With a continuous BANE spell you will have no more trouble from Wisps. These tips came from Jason Smith of Caithness.

• COMMODORE

From Chris Cobb, of Northants we have Pokes for the following C64 games.

Revenge of the Mutant Camels: When you start playing type "GOATS". This makes the game go into CHEAT mode. To skip screens press space bar.

Dropzone: Before loading type POKE 2311,100 gives 100 lives. Before loading type POKE 2316,100 gives Strata bombs.

Matrix: Press the Commodore key, Shift, Run/Stop & Control all at the same time to go to the next grid.

Finally, to keep Spectrum and C64 owners happy, here are a couple for you.

Nick Fraser of Lincoln has sent in this Poke for *Dun Darach*, which will make all items in the shops cost O iridi! MERGE the basic header. Enter directly before the RAN USR, POKE 34999,255 press RUN then start tape. Just take the object and select "iridi?" and you buy the object for nothing.

Not bad Kalliber, not bad ..... but, can the Bug Hunters keep this standard up each month? But don't forget that the Bughunters need your hints. Now for some game playing tips.

TIR NA NOG

Stephen Green of Surrey has come to the help of Miles Dorrington who asked for help on *Tir Na Nog*. To get Nuada's sword you need the feather from the storm cave at Storm Base. Then get some bones from a cave in the Plain of Lies. These will admit you into King Dhomnuil's room in Dun Dhomnuil.

You have to get the honeycomb from this room to allow you to get in to Badrig's Shrine in Badhelm.

Once in the shrine drop the feather at the block with a feather drawn on it and an oak leaf will appear. Drop the oak leaf in King Dhomniol's room and he will give you Nuada's sword.

To get Dagda's Cauldron, get the book from the water cave at Glasmarsh and take it to the ice cave at Tir Clacham and you will gain entrance to the cave.

There you will find ice and a half-torc. Take both. Then find a spade and take it to a place between two brick buildings in Lon Liath. Drop the spade and the and the other half-torc will appear. Put the torc together. When you wear it, it will make you invisible.

Then find the daisy which enables you to get out of the back door of Caerdach Calum.

Got to the front door of Caerdach Calum. Enter and find Nathair the dragon. Walk back until he is out of sight, then put on the torc.

Walk back up to Nathair. If his eyes are still open do not attempt to pass him. Repeat this process until his eyes are closed. You will then be able to pass and get the cauldron and escape.

To get the Stone of Fal you will need the ice. Take it to a door marked * in the slige warrens and go through the door, pick up the sting and take to a door marked "C" in Tir Clachan. Go through the door and you will be in An Lin the net. There find an axe called Halberd and take it to the little peak and drop it. The stone of Fal will appear. To leave An Lin look for the door marked F.

To activitate the seal you need Calum's Hammer. Go to the Celtic cross and go to the cave opposite where you will find a spade, take it to the cross and count ten paces north, drop the spade and the hammer will appear. When you have all four parts in the starting room, drop them in a heap on the floor and drop Calum's Hammer next to them. A message will appear signifying the end of the game.

When you have an item, always carry it around with you in case you are attacked by stones. Different stones can give you mesages from Cnoc Suil — the Oracle.

The Library. A trap for the weak. Don't enter without a key. And NEVER enter Tir Falank.

The hammer from the Celtic cross is a must if you want to complete the game.

FRANK BRUNO'S BOXING

Shaun William of Merseyside is going to show us how to finish off the rest of those prizefighters.

Trible Trouble: To beat him you must be fast. As in the first fight, you must quickly hit him in the stomach and then quickly in the face. If you do this successfully he won't last long.

Frenchie: Fighting Frenchie takes a lot of time and often ends in a draw. So, to beat him, you must get your K.O. going and then it is easy. To do this you must wait until he drops his guard then hit him a few times. Repeat this procedure. You must duck when he does his windmill punch.

Ravioli Mafiosi: He may prove to be the hardest boxer to defeat. He has a habit of dropping his right arm, so you must keep blocking his punches until this happens. Then go in and hit him!

Antipodean Andy: Keep hitting him with the right head blow until you get the chance to block him and he goes down easily. Duck when he gives you the double hand punch.

Peter Perfect: Keep hitting him with your left until his stamina runs out. This is the only way to win. If your K.O. flashes he always dodges your punches.

HELP!

Christopher Donkin of Weston-Super-Mare is having trouble locating the Control Room in *Strangleloop*. Does anyone know how to reach it and what he should do once he is there?

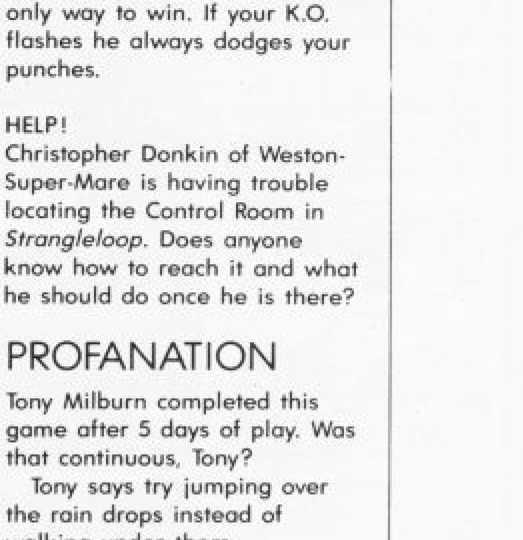
PROFANATION

Tony Milburn completed this game after 5 days of play. Was that continuous, Tony?

Tony says try jumping over the rain drops instead of walking under them.

On Screen 10 make sure you notice something about the Diamond — you need it if you want to get further in the game.

On Screen 28, to jump the small volcano, position yourself towards the end of the small ditch in the floor before the





volcano. Wait till the rain drop hits the floor then walk and jump at the same time. This takes practice to perfect.

Sometimes the blue squares you touch are not activated. To activate them you must touch other blocks first.

FOURTH PROTOCOL

Although C64 owner Alex Prior of Doncaster has only got 35% on the first part of the game, what he has found out so far might be of help to other novices.

Firstly, unless you check the security at Building 17, you will be told off and your prestige will decrease. The trick is to close off the basement, computer rooms, data rooms, security door, both offices, main entrances, photocopy room, key desk and the tea room.

A clue. Check the 'Nato Docs' file and transfer all the files that are named in the 'Nato Docs' file. These files are available from Blenheim. The number is listed under 'telephone' in your filing system.

When Johnston is suspected, follow him with 25 men, and then wait and see. By doing this you will gain at least 22% in prestige.

Follow Abbs and her companion with 25 watchers each. When asked for a course of action, select 'Other suggestion'. Then type the word 'DEFECT'. The computer will then ask 'WHO'. Next type in Ms Abb's companion's name.

When the memo about the list of houses arrives, put 25 men to watch the subject, then to watch his wife's lodger.

When the memo about burying a package arrives ring the number *at once*. Then dig it up, and hand it over to Special Branch. Follow Bracton with 25 men — NOT Thorn. You can check this by asking for their files from Blenheim. After a while you may discover something interesting about Bracton. If you do, phone Medical Security and tell them his name. The clue to the reason is to do with the devil not his mind.

NIGHTSHADE

Hot off the presses comes these tips for Ultimate's *Nightshade* from Jeremy Youngman of Norfolk.

Take a look at the table and you will see four antibodies along the top and four high-level monsters down the left-hand side.

Unlike low-level monsters — acid pools, germs etc — the high-level monsters cannot always be killed with a single antibody.

When hit by an antibody a high level monster may turn into a low level moster, turn into a different high level monster or multiply into two monsters of the same type. If you shoot one of the pair again it will die.

On the table an arrow (→) indicates the new monster formed, and a 'x2' indicates the monster doubling. There are never more than four antibodies waiting to be collected in a room.

Whilst normal high and low level monsters progress your plague by one colour, a guardian monster (one of the four to be killed) will totally consume an elife.

Jeremy reckons that sectors of the map are totally devoted to one type of high level monster.

Always be prepared and carry a large quantity of the correct antibody.

If you come across a potion you may as well collect a set of antibodies nearby.

Always put your guardian killers at the bottom of the weapon stack — even if you have to clear it of antibodies.

That way you carry maximum antibodies without having to fire your gaurdian-killers which do not kill normal monsters.

ELITE

Richard Shaw of Sutton Coldfield has sent some clues for the Beeb version of Elite. As the controls can be difficult for a beginner it is best to decide whether to use the keyboard or joystick.

Richard's advice is to go for a self-centring joystick as using the keys can make the Cobra do some funny things.

Spend as much time flying around practicing using missiles on asteroids.

Tactics: Computers, furs and narcotics are the best items to trade with. Gold and platinum can also be used. DO NOT carry 35 tone of narcotics as this will rouse the vipers. Only take a few tons along with other cargo and the Vipers will only come to look. Once you have gained enough credits, the first thing to buy is a docking computer. Keep trading between an agricultural and an industrial planets for as long as you can but watch which governments you trade with.

If attacked by three or more ships in a bunch, knock one out with a missile, while at long range and follow one of the rest. This means one less attacking you and you are not a sitting target.

When a ship is seen on your scanner, face it and manoeuvre it into the centre of your targeting cross.

Target a missile. When it locks on, your lasers will be in range and ready to use on that ship. Don't attack ships in the safety area as this will bring the Vipers out and your docking computers won't work. Try ramming ships instead.

When Thargoids attack, try to detroy the mothership first. This will disarm the fighters and you can scoop them up as alien times. Don't use the fuel scoops to pick up cargo cannisters if your cargo hold is full, or else they will explode and destroy your shields. Alien items can be picked up as an exception to this rule.

When trying to cool down your lasers, hyperspacing or approaching the planet, look through one of the side views as this will speed the process up.

Richard has also found a bug in the game — when you are galactic hyperspacing — on the countdown press docking computers, this will take you back to the same space station but in the next galaxy. This is useful because most galactic hyperspaces will land you on an Anarchy planet in the next galaxy.

FRANKIE GOES TO HOLLYWOOD

To start with if you pick the flak jacket and go to the ZTT room and use it, you will be immune from the bullets that come from the wall. Then press the yellow button for the puzzle.

When it shows you six buttons move the cursor onto them in this order: top right, top left, bottom middle, bottom right, bottom left and top middle, pressing fire each time.

The wedding ring can be used in the War and the Cybernetic breakout rooms to save you from pain.

The security card can be used in the terminal room with disks to activate the computers which will give you access to games.

When the murder has been committed, if you go back into the room with the body in, a window will appear.

Do not waste anything as the difficulty of finishing the game will be greater. On the Talking Heads screen, shoot the hole at the very top of the screen.

Lure him down to the middle of the screen and get him interested in your barricade. Now move to the top of the screen and open fire on him continuously until his bullets reach you. Then repeat the process.

ANTI-BODY / NASTY				
	kills	→ 4	X 2	→ 6
	→ 5	kills	→ 1	X 2
	X 2	→ 6	kills	→ 2
	→ 3	X 2	→ 6	kills

Before Luke Skywalker and Han Solo there was another great space hero — DAN DARE. Dan blazed across the spaceways long before the Star Wars *crew had even stepped out of their anti-grav nappies! Now Virgin Games are recreating the adventures of Dan Dare and his faithful partner Digby in a soon to be released arcade adventure. C+VG stepped aboard Dan's spacecraft, the Anastasia, to get a sneak preview. Meanwhile good old Digby contacted us on the sub-ether waveband to inform the uninitiated all about his great chum Dan Dare!*

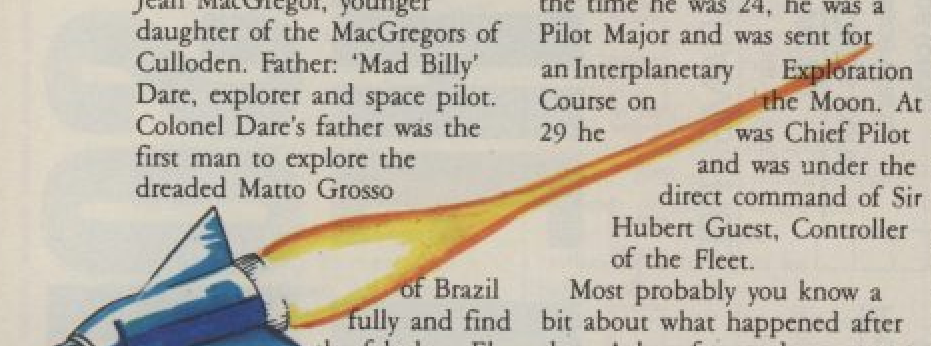
DAN

PILOT OF THE



"Hallo? Is that the Editor of *Computer and Video Games?* It's Digby here, Sir — Albert Fitzwilliam Digby, Spaceman Class 1, Interplanetary Space Fleet. I've got those details you wanted about Colonel Dare. Are you ready to take this down? Righto, then — here we go:

Colonel Daniel MacGregor Dare. Born February 5, 1967, Manchester, England. Mother: Jean MacGregor, younger daughter of the MacGregors of Culloden. Father: 'Mad Billy' Dare, explorer and space pilot. Colonel Dare's father was the first man to explore the dreaded Matto Grosso of Brazil fully and find the fabulous El Dorado.



At the age of 12, young Dan entered Rossall School. By all accounts he was a bright lad, but, a bit of a tearaway. He got six of the best the time he climbed the school clock tower! But he was Captain of the school when he left to go to Cambridge — and it wasn't long before he had his degree and moved on to Harvard.

Now, this is where the story really starts. In 1987, at the age of 20, he joined the Space Fleet as a Cadet Navigator. By the time he was 24, he was a Pilot Major and was sent for an Interplanetary Exploration Course on the Moon. At 29 he was Chief Pilot and was under the direct command of Sir Hubert Guest, Controller of the Fleet.

Most probably you know a bit about what happened after that. A lot of our adventures — Colonel Dare's and mine that is — appeared in a weekly paper called *Eagle,* by courtesy of a brilliant writer and artist called Frank Hampson.

I'm sorry to have to tell you that Mr Hampson died recently, but you should see the work he left behind. A lot of his tales of Colonel Dare are available in book form.

I expect what you most want to hear about is all the times we've battled — and beaten — that evil, green refugee from a reptile house, the Mekon. Without Colonel Dare, Sondar and the rest of the Treens of Venus would still be suffering under his mad, despotic rule. I've lost count of the number of times we've foiled his dastardly schemes.

What d'you mean, there's somebody on the other line? Just hold you horses, lad — I haven't had time to tell you about all the other weird beasties we've come up against. It makes me space-sick just thinking about some of them!

What about old Xel? He was a nasty piece of work, right enough. And then there were the Phants — Colonel Dan and I journeyed to the other side of the Universe to stop them conquering the peace loving Crypts.

What's that? You think you've got enough? Enough my Aunt Anastasia! I haven't told you yet what kind of man he is. You see, what makes the Colonel so special is that he's a Hero in the real sense of the word. He gets by on intelligence, commonsense, determination . . . and a good old British stiff upper lip!

Anyway, you haven't told me why you want all this. A new computer game, you say? Palpitating Planets! What will





DARE



E FUTURE

they think of next? Colonel Dan'll be tickled pink! ❞

THE GAME

Virgin's *Dan Dare* game has been masterminded by programmer Andy Wilson — who admits to being a DD fan.

"We've attempted to keep the game as close to the spirit of the original comic as possible," he says. "For instance, Dan doesn't kill people. His ray gun is always set to stun. And he'd rather use his fists than a gun anyway." Punch-ups are built into the game — but more of that later!

But first here's Dan's deadly mission. He has to save the world — of course. This time the Mekon, Dan's melon-headed arch-enemy, has constructed a giant bomb inside a hollowed out asteroid and aimed it at the Earth. Dan has to stop the asteroid and capture the Mekon.

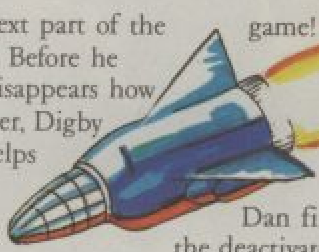


The planetoid is being controlled by six satellites. Dan must first knock out the satellites and then dive into the caverns of the planetoid, save Digby and Professor Peabody and capture the Mekon.

The first half of the game takes place above the planetoid's surface. Dan — dressed in his space gear — has to find the gadgets which deactivate the satellites and stick them in the right place while fighting off attacks from the Treens, the Mekon's specially trained bodyguards.

He also has to stop dear old Digby getting captured by the Treens. Which isn't easy as they will get him in the end anyway because that leads on to the next part of the game!

Before he disappears however, Digby helps Dan find the deactivators by pointing the way for our hero.



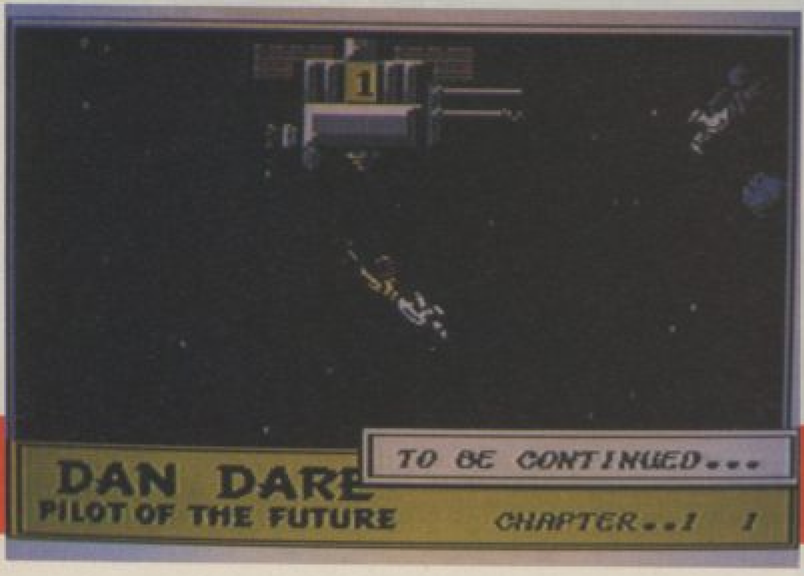
Once he's destroyed all the satellites, Dan — now in his smart Interplanetary Space Fleet uniform — has to find an entrance to the underground caverns where his friends are being held captive. Here the game becomes an action arcade adventure as Dan has to solve lots of problems and puzzles as well as having the odd punch up with a Treen or two.

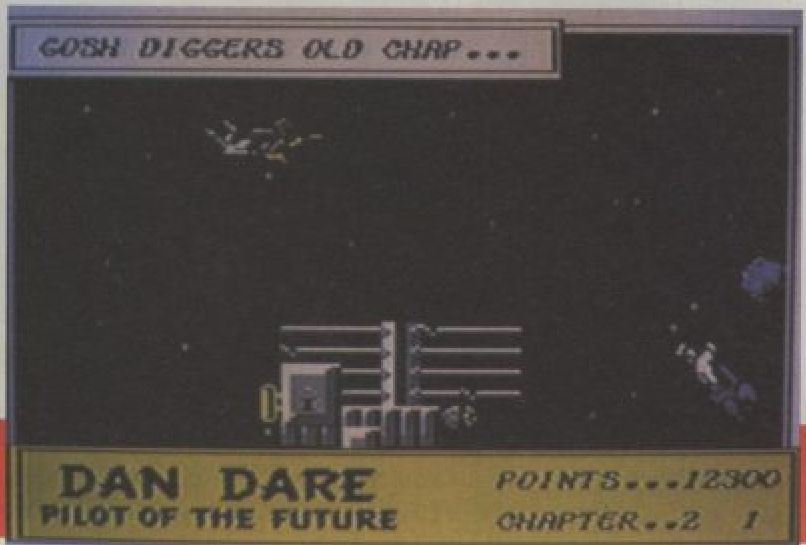
"We had this feature in long before the boxing and karate games came along," said Andy. "I've included an intelligent fire button which means that if you hit it when there's a Treen within boxing distance Dan will start some fisticuffs!"

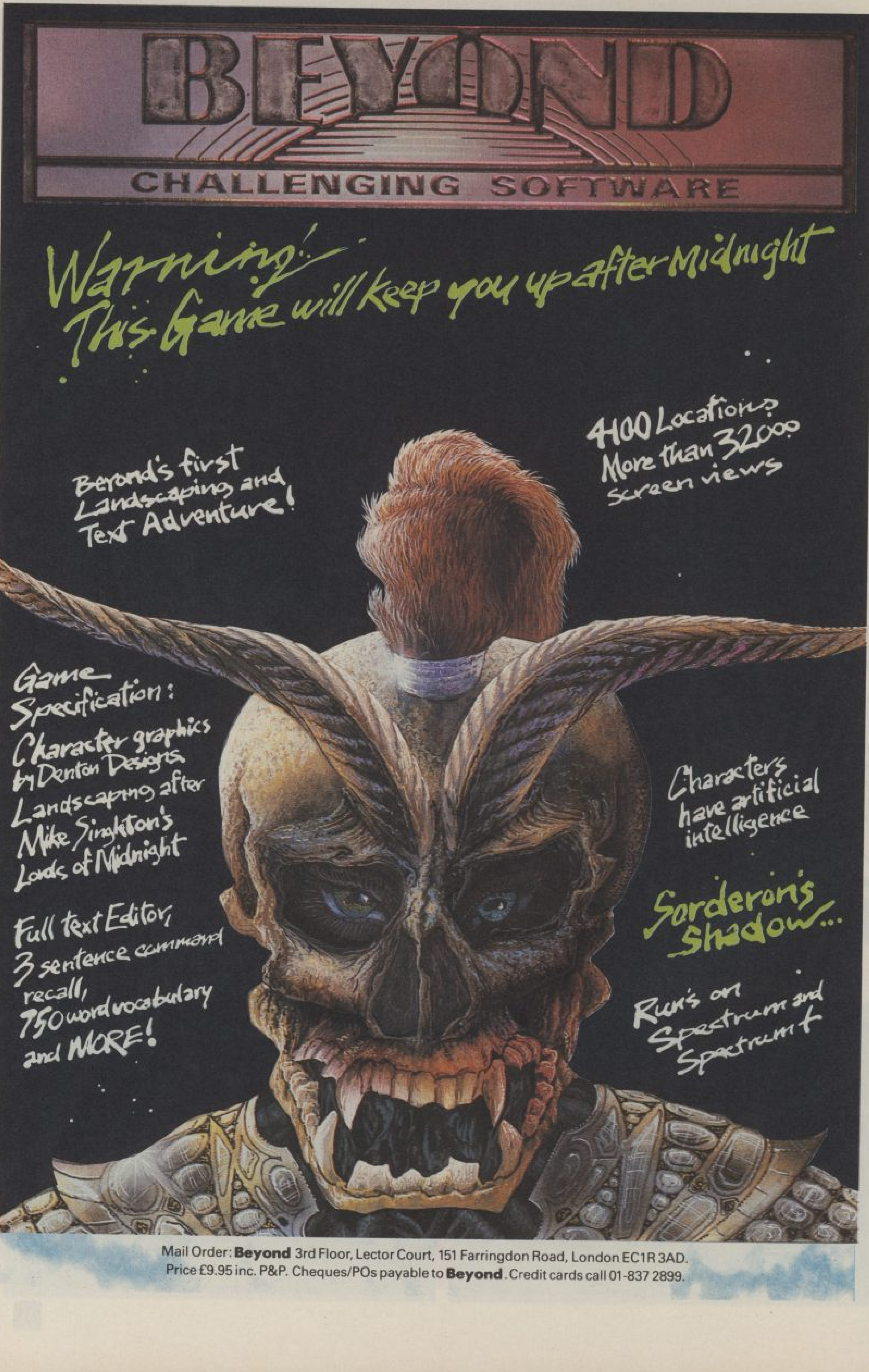
Andy has developed a unique four way scrolling method to capture the comic book flavour. Each screen looks like a frame from a comic — and Digby "talks" to you via speech bubbles. Captions also appear at the top of the screen, comic style.

The graphics are big and bold. Ian Mathias is the man responsible for the C64 and Amstrad versions' graphics and has produced some really impressive visuals for the game.

We confidently predict that Dan's computer game debut is going to go down well with his fans — new and old. But I've a sneaking suspicion that the real smash hit character from the game is going to be Stripey — a cute mini-elephant creature. Watch out for him!






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ARTIST OF THE FUTURE





Space heroes don't come much tougher than good old DD and his faithful sidekick Digby. But maybe you know better? To help celebrate the launch of Virgin's *Dan Dare* game we're offering some very special prizes to the top prize winners in our exclusive DD competition.

What we'd like you to do is create your OWN Dan Dare comic strip — or if you don't want to feature Dan, why not invent your own comic hero? We'd like you to tell your comic story in no less than eight comic style panels and in no more than 16. You can use colour or black and white and any materials you wish to, your strip can be in black and white or colour, in pencils, ink or any other medium. Just take your pick. Your story can be about anything — but it must have some sort of space/sci-fi theme. We'll print some of the best strips in a future issue, so you can boast to all your friends that you've had something featured in **C+VG**!

Once you've drawn your strip, package it up carefully and send it to Computer + Video Games, Dan Dare Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th, normal C+VG competition rules apply and the editor's decision is final. Anyone who argues will have Big Red to deal with!

Don't forget to attach the coupon to your entry and give us all the details about your age and which computer you own. We know lots of our readers are gifted artists — so get cracking, we can't wait to see your strips!

THE PRIZES

There are three age groups — Under 9, Under 15 and 15 and over. Three first prize winners in each category will get a copy of Dennis Gifford's **International Book of Comics**, packed full of information and details about comics from the year dot. They'll also win a special Big Red t-shirt and a copy of the *Dan Dare* game for the Spectrum or Commodore 64. 20 runners-up will get a copy of the game from Virgin. Don't forget to include a stamped addressed envelope if you want your illustration back!

C+VG/VIRGIN DAN DARE COMPETITION

Name ______________________

Address ______________________

____

Age______ Computer owned: Spectrum ☐ C64 ☐

tick box

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WANTED: COOPER-MAN

Are YOU game for a laugh? We reckon you just might be if you buy *Computer + Video Games* every month! Seriously though — do you reckon you could be the funniest thing since Russ Abbot? Do you think you've got what it takes to be the Young Cooper-Man? And would you like a free game?

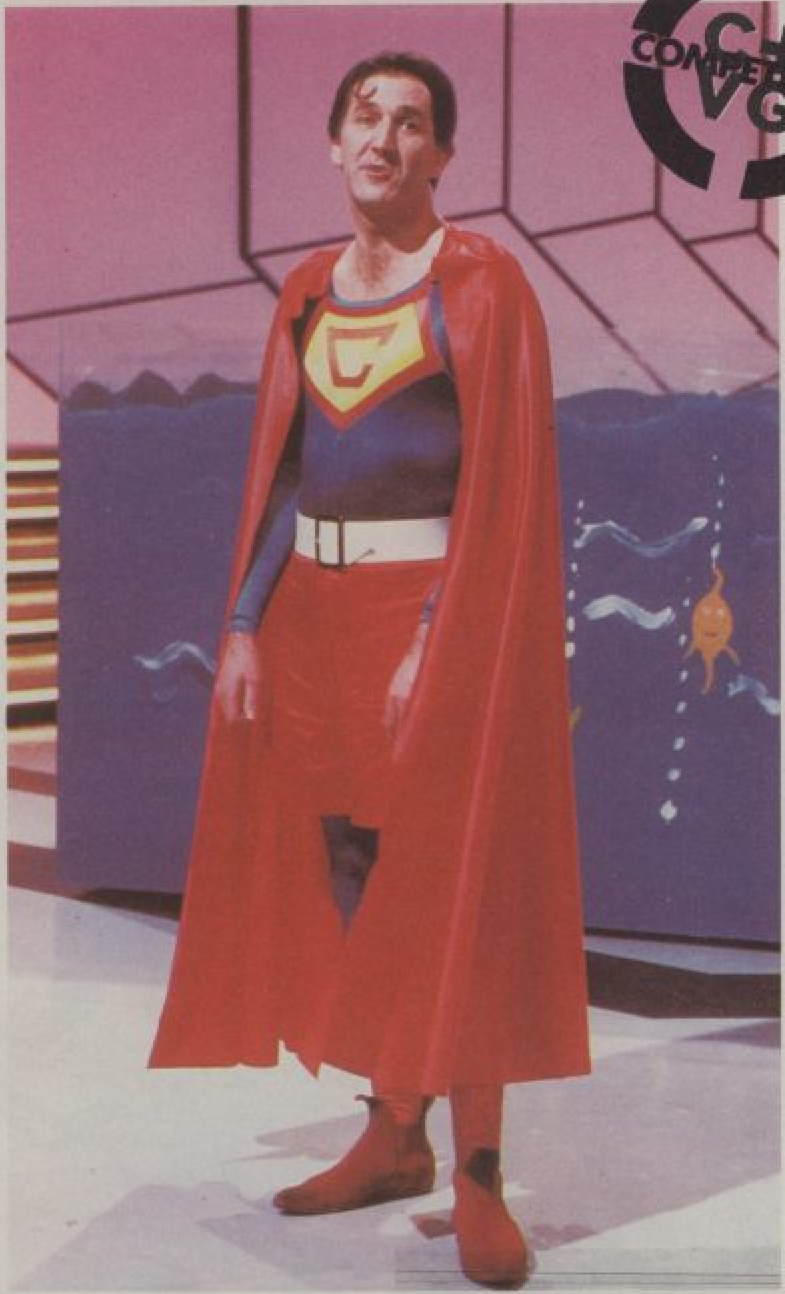
Along with our mates at **Probe Software,** the people behind the new Russ Abbot game, we've come up with a neat competition exclusively aimed at *C+VG* readers.

We want to find the person who could play the Young Cooper-Man. The right person will get to meet Russ and appear on one of his shows! Interested? Well, all you have to do is fill in the spécial *C+VG* coupon and send it to Probe Software, 155 Mitcham Road, London, SW17 3LN, together with a photograph of yourself.

We also want to have your best jokes to print in *C+VG!* Probe will give the 10 best jokers a copy of their latest game *Devil's Crown,* which is available for the Amstrad and Spectrum. So even if you don't get to be Cooper-Man you could well get a free game and see your joke printed in *C+VG*.

So don't delay, fill in the Cooper-Man Coupon today. REMEMBER don't send it to us at *C+VG*. Mail your entry direct to Probe Software.

Probe will be arranging auditions for the young super-Cooper in the near future and *C+VG* will be announcing the winner in the soonest possible issue.



C+VG/PROBE/RUSS ABBOT COMPETITION

Name..

Address...

....

Age..................Tel no:....................................

Interests...

Why do you think you'd make a good Young Cooper-Man?

....

....

My joke goes like this:..

....

....

....

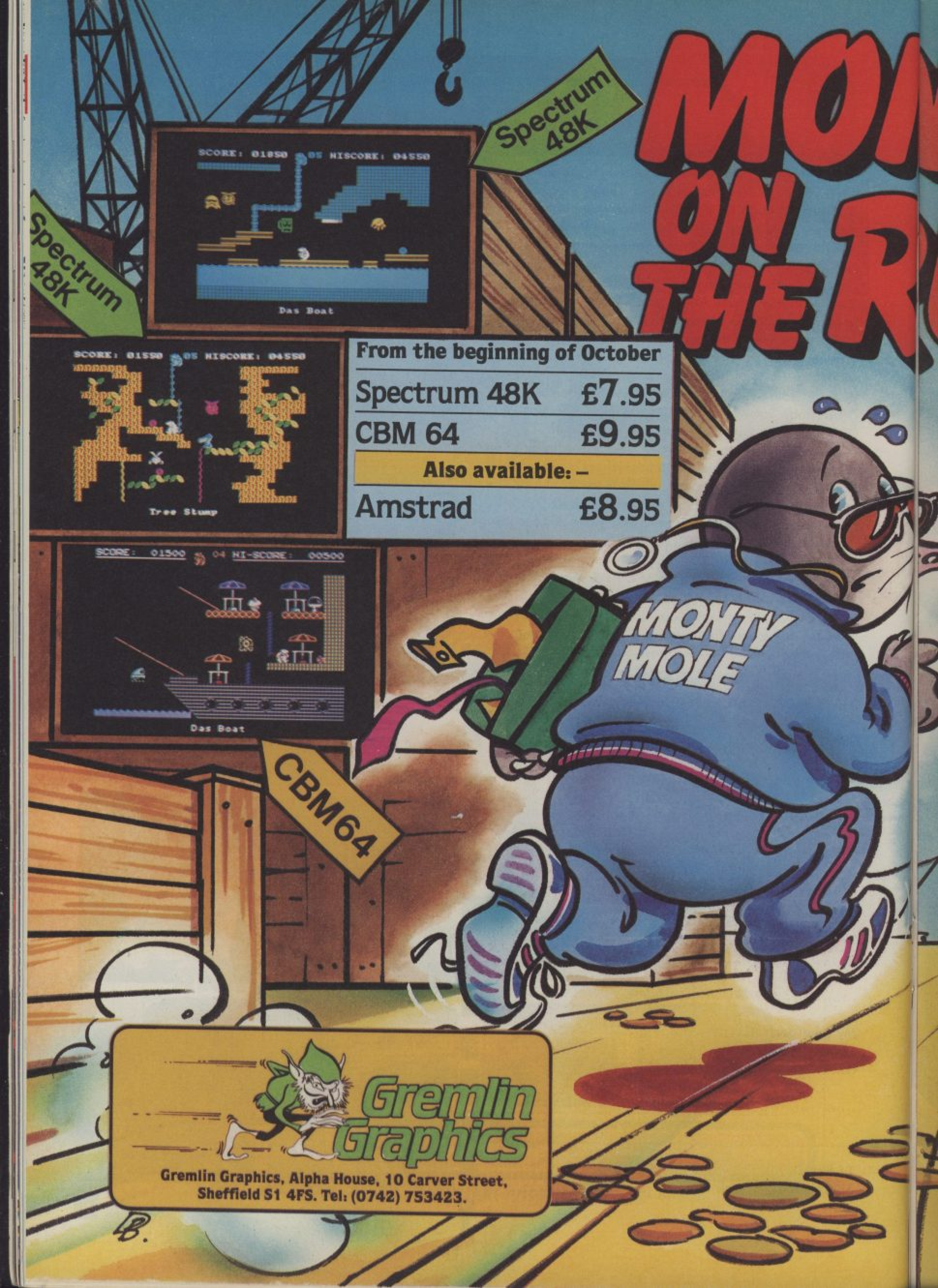
I'd like Devil's Crown for the Amstrad ☐
Spectrum ☐ (tick box)







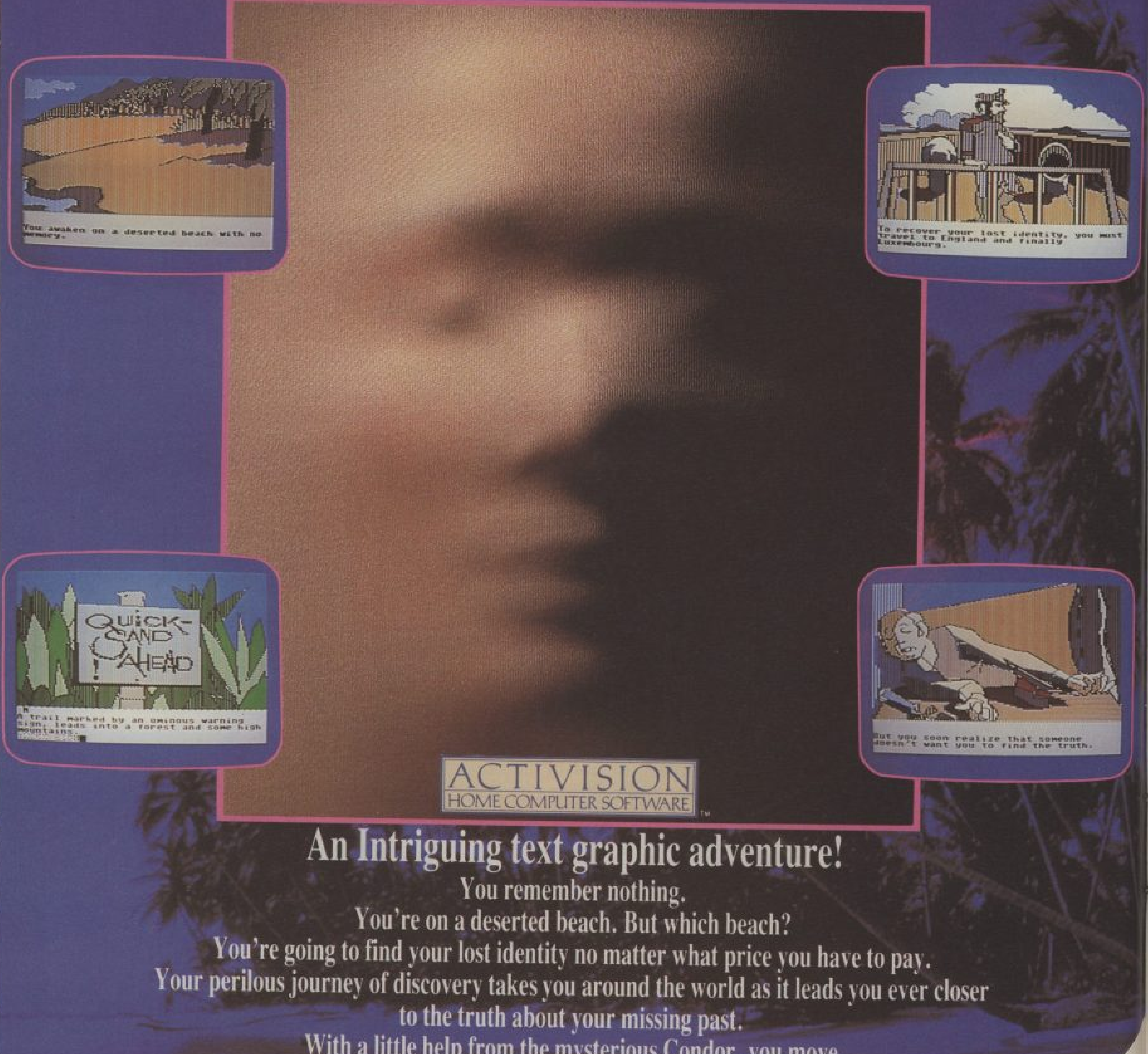



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CBM64
Das Boat
Tree Stump
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NTY
RUN
CBM64
SCORE: 01650 03 HI-SCORE: 00500
Tree Stump
Spectrum 48K
SCORE: 00500 05 HISCORE: 04550
Escape Tunnel
CBM64
SCORE: 00950 03 HI-SCORE: 00500
Sewerage Works
Spectrum 48K
SCORE: 00250 05 HISCORE: 04550
The House
SEALINK
SCORE: 00250 04 HI-SCORE: 00500
The Hall Of Jow-an
SCORE: 01900 03 HI-SCORE: 00500
Drive Sir Clive's C5
CBM64
CBM64
Super fit and desperate for freedom, Monty makes his daring escape from Scudmore Prison. Hounded by the bastions of law and order, our frightened hero finds refuge with the criminal underworld who offer him his chance to breathe fresh air and bask in the sunlight once again. Moving from safe house to hideout to underground lair, Monty must select the correct five elements of his freedom kit from the many he's offered and not miss out on the hidden gold coins that will make him a mole of leisure.
At last he's free but can he make the cross-channel ferry on time?

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"… superb graphics, in fact the best I've seen" Home Computing Weekly

TM Mindshadow is a trademark of Activision Inc.
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Available on Sinclair ZX Spectrum, Commodore C64/128 cassette and disk, Amstrad 464 cassette and Atari 800, XE, XL disk. From selected branches of Boots, WH Smith, John Menzies, Lasky's, Spectrum, Greens, Woolworth, Littlewoods and good computer software stores everywhere.

Mail order: Activision (UK) Ltd., 15 Harley House, Marylebone Road, London NW1 5HE Tel: 01-935 1428

COMING SOON ballblazer™



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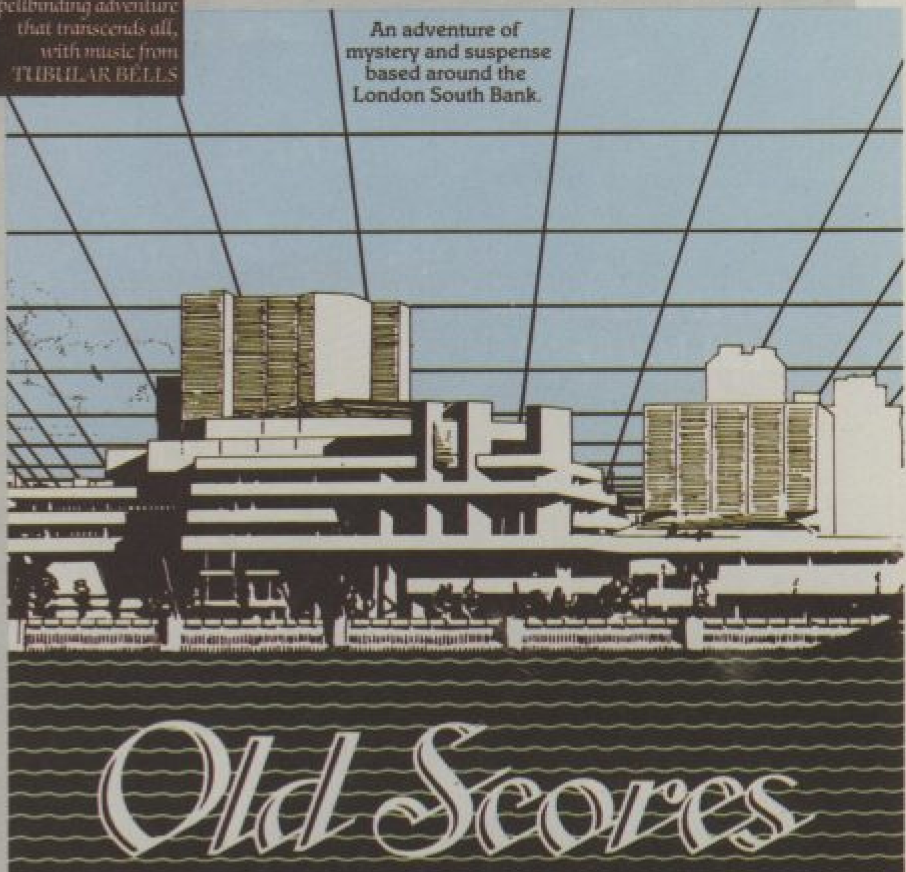


Here's a couple of challenging new games to lock your brain cells into over-drive.

First, there's Magician's Ball. Enigmatic, enchanting and totally captivating, it's a weird and wonderful adventure story set to the haunting music of Tubular Bells.

Sheer magic. With graphics to match.

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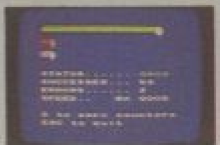
Then you can settle Old Scores. Cryptic from the start, Old Scores is a mystery to everyone. Even I haven't got a clue what it's about. So it sounds as if you'll have to play it by ear.

When that little lot's got your brain in a flat spin and your knickers in a twist, you'd better get yourself straightened out...

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. . . & We Make 'em Better





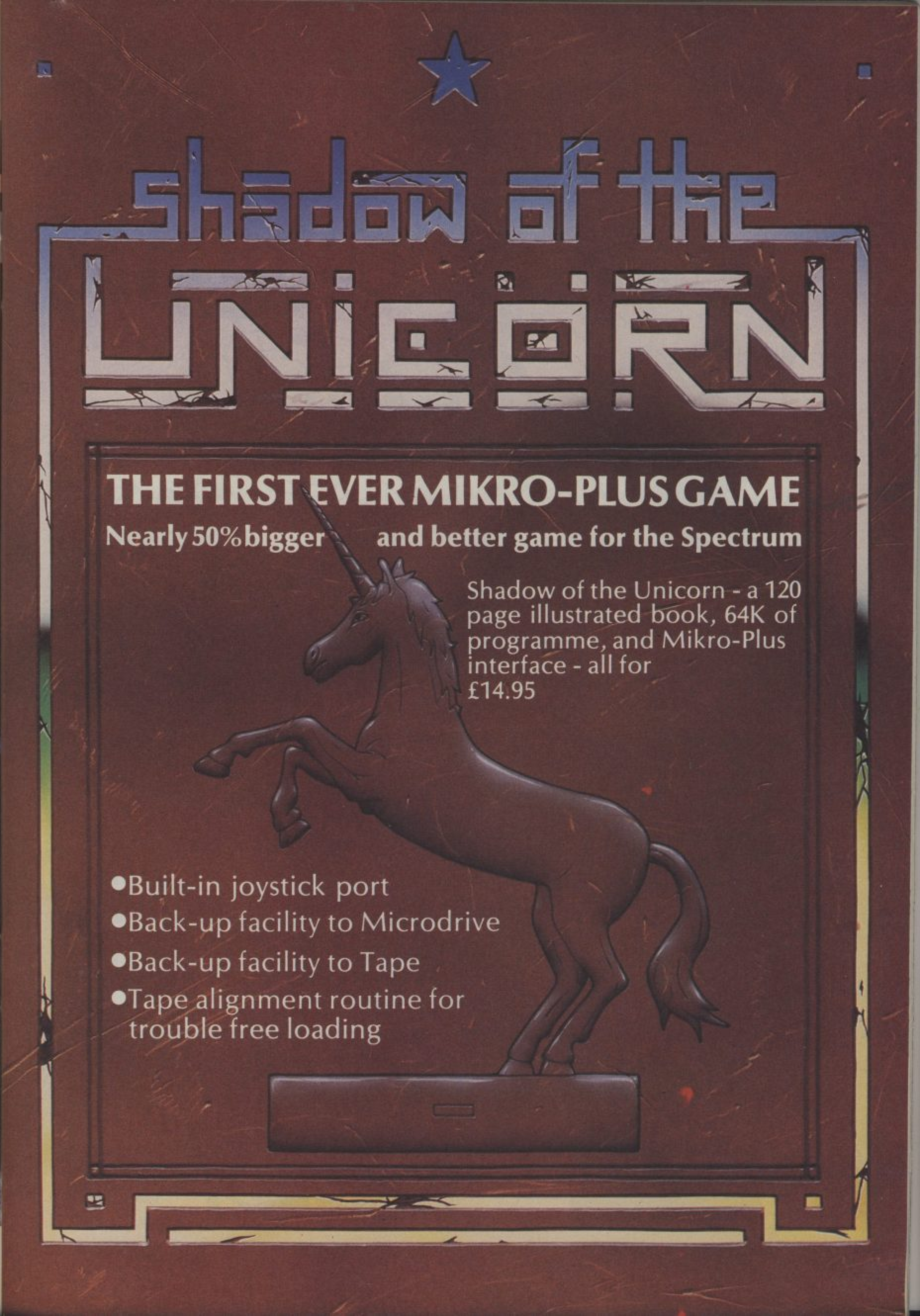
Operation Caretaker is a computer care kit complete with a cleaning tape and built-in demagnetiser, a tape to check azimuth alignment and a specially designed screwdriver to adjust the head alignment. And all instructions are displayed clearly on screen. Now, isn't that better?

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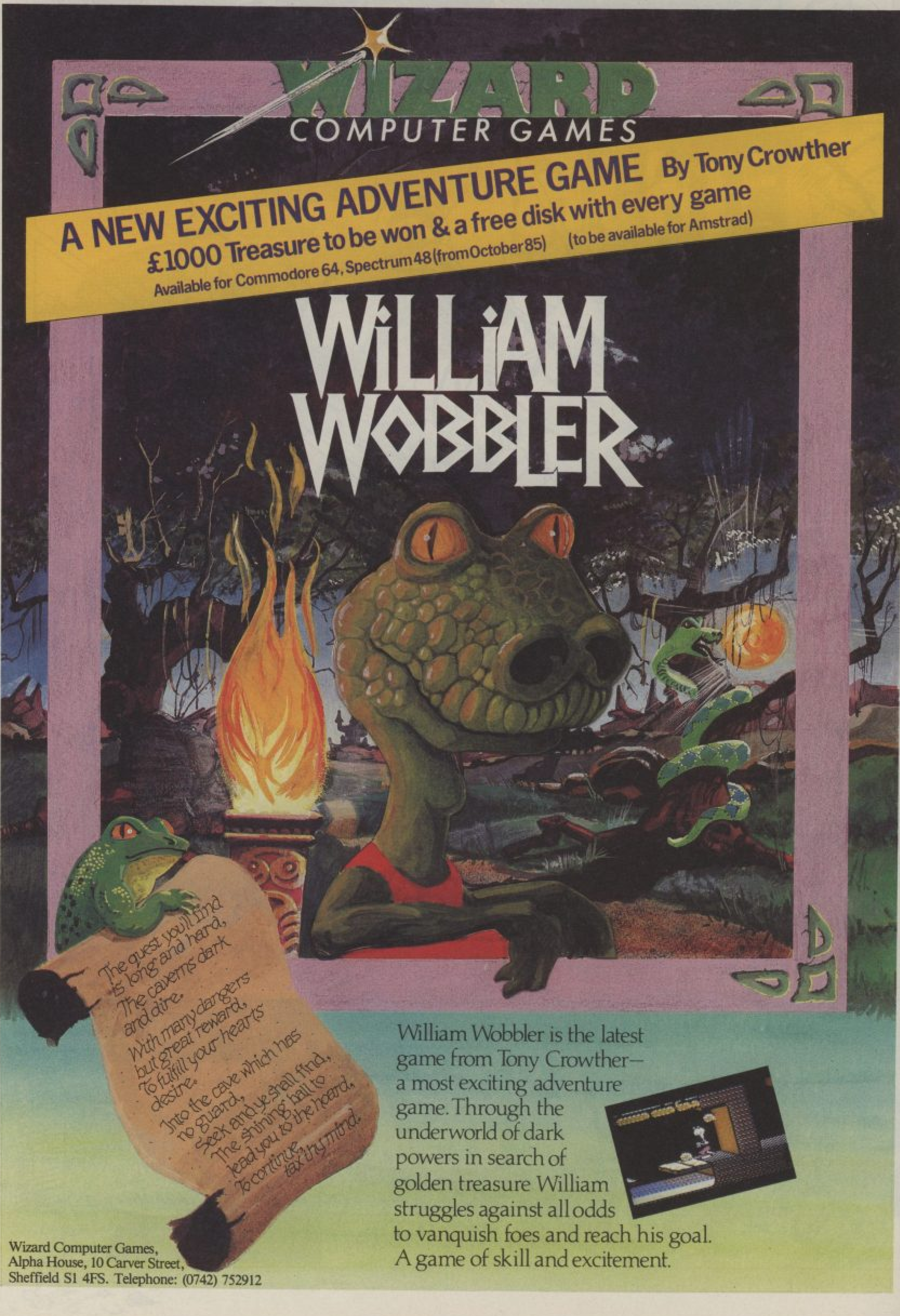


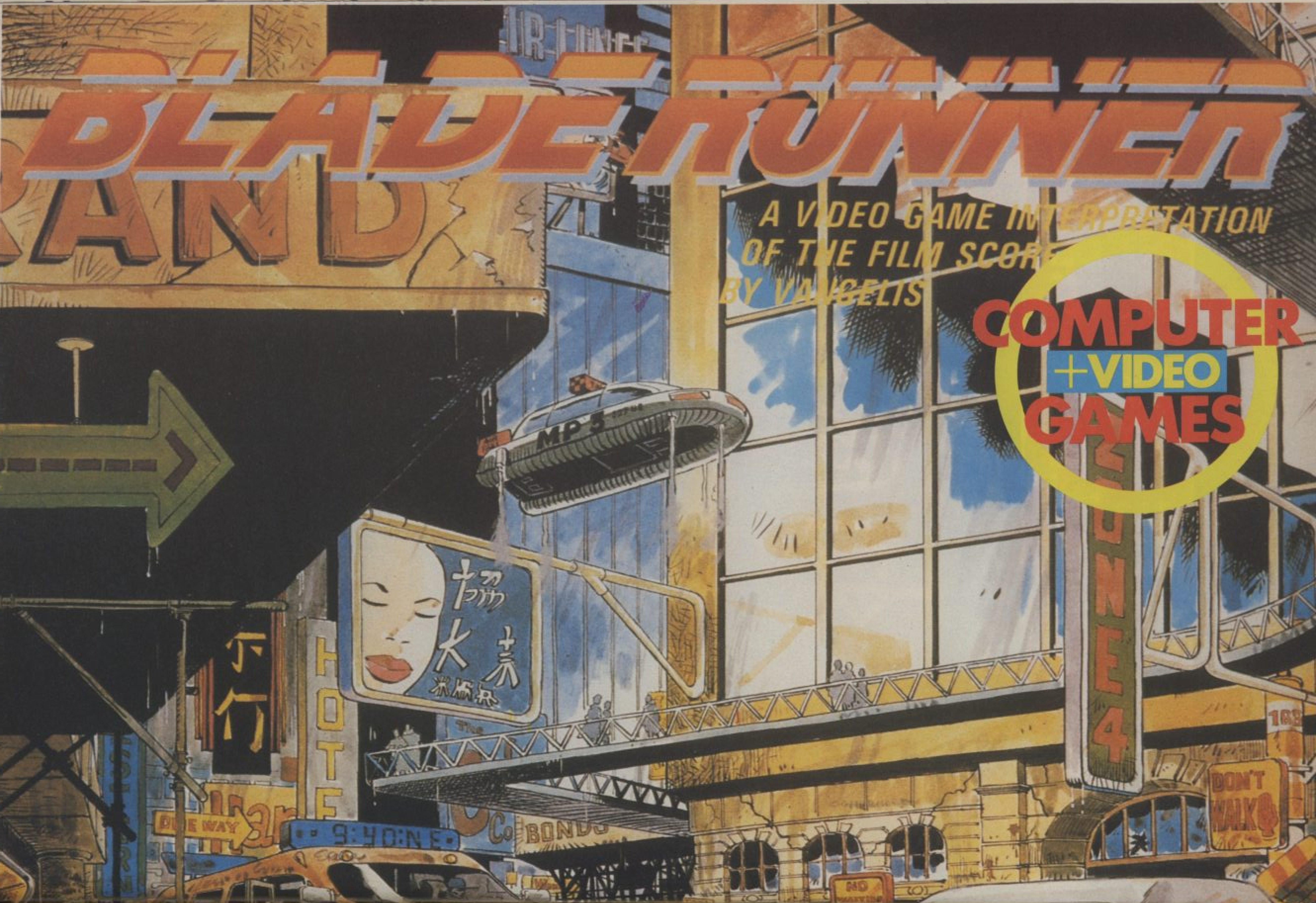
THE BUG HUNTERS
WELL, THERE THEY GO, KALLIBER... OFF ON THEIR FIRST MISSION...
AN ASTRO-VID EMPORIUM OWNED BY LARRY BETELGEUSE... ALL THE GAMES ARE RIDDLED WITH BUGS...
HMM... JUST LIKE THE SERVICE CREW...
BUG HUNTER 1
CAN'T WE GO FASTER, B-CON? MR. BETELGEUSE IS AN IMPORTANT CLIENT..!
SCRIPT: PEDRO HENRY ART: JERRY PARIS
OTISS WANTS MORE SPEED, X, GOT ANY IDEAS?
IT'S THURSDAY. YOU DO THE THINKING ON THURSDAYS...
OH, OKAY... WE'LL TRY THIS...
MAGNO-CLAMPS
KLIK!
KUNK!
HUH..?
THERE... HOW'S THAT FOR ACCELERATION?
WOO-AAAH!

SCRIPT: PEDRO HENRY ART: JERRY PARIS





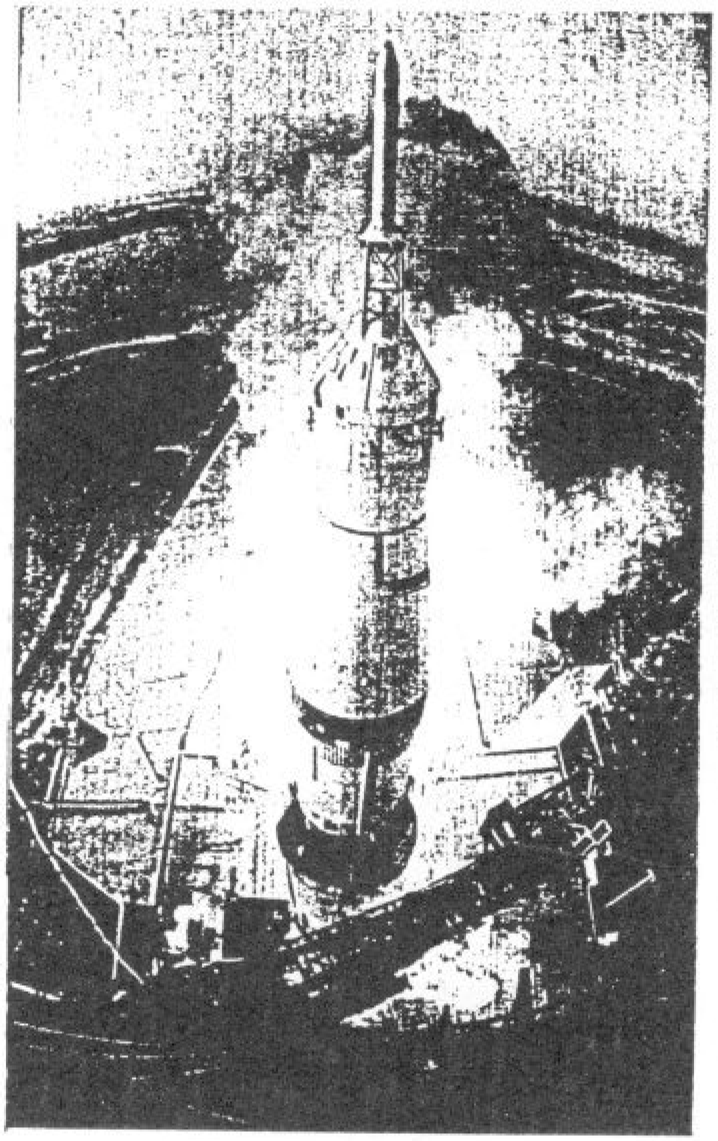

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The quest you'll find is long and hard, The caverns dark and dire.
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No. 2 NOVEMBER 1985

C+VG

GAMES BOOK



POKER/HEEBIE JEEBIE/QUAKE ALERT/INJIN JIM

POKER

● SPECTRUM 48K

Okay, card-sharps, here's a chance for you to be flushed with success.

The game is for two players each of whom is dealt five cards each. Player One's cards appear at the top of the screen, face up. Player Two's appear below, face down.

The computer will ask if you want to bet, or require help finding a winning hand. If you want help (press 0), the computer will print each winning hand and examples from the best and worst in the middle of the screen.

Each player begins with £1,000. The minimum bet is £10 and the maximum £999. Go under £10 and your opponent wins. The first player to break the computer's bank of £250,000 wins the match.

Although a little Poker knowledge is required to play the game properly, the beginner should have fun as well.

● Russell Ould

```
   0>REM Russell Ould©22111984
  20 PAPER 1: BORDER 1: INK 9: G
O SUB 8500: GO SUB 350: CLS
  30 LET X=1: LET Y=0: IF PC=2 T
HEN LET Y=13
  40 FOR U=1 TO 5: LET Z=C(C): G
O SUB 370: LET H(U,PC)=Z
  45 GO SUB 100: LET E(U,PC)=SY:
 LET J(U,PC)=VA: GO SUB 400
  50 LET X=X+6: NEXT U
  55 IF PC=1 THEN GO SUB 140
  60 PRINT AT 9,0;"PLAYER 1-";AT
 12,0;"PLAYER 2-";AT 9,9;
  70 PRINT "CASH:£";R(1);AT 9,24
;"GO:£";B(1);AT 12,9;
  80 PRINT "CASH:£";R(2);AT 12,2
4;"GO:£";B(2): GO TO 200
 100 REM PRINT CARDS
 105 FOR N=Y TO Y+8: PRINT PAPER
 7;AT N,X;"     ": NEXT N
 110 LET SU=INT ((Z-1)/13)
 115 LET SY=144+SU: LET VA=Z-(13
*SU): IF SU<2 THEN INK 2
 120 LET NU=147+VA
 125 PRINT PAPER 7;AT Y,X;CHR$ N
U;AT Y,X+4;CHR$ NU;AT Y+8,X;CHR$
 NU;AT Y+8,X+4;CHR$ NU
 130 FOR N=1 TO VA: IF A(VA,N,1)
<>0 THEN PRINT PAPER 7;AT Y+A(VA
,N,1),X+A(VA,N,2);CHR$ SY
 135 NEXT N: INK 9: RETURN
 140 LET Y=13: LET X=1: FOR U=1
TO 5: FOR N=Y TO Y+8
 145 PRINT PAPER 7;AT N,X; INK 2
;"▒▒▒▒▒▒▒▒": NEXT N: LET X=X+6: NEX
T U: LET Y=0: RETURN
 150 GO SUB CL: REM ALL CHANGE
 152 PRINT AT 10,1; PAPER 2;"ENT
ER CARD NUMBERS TO CHANGE"
 155 PRINT AT 11,3; PAPER 4;"OR
PRESS <6> TO CONTINUE"
 160 INPUT ">"; LINE H$: IF H$="
" THEN GO TO 160
 165 IF LEN H$>5 THEN GO TO 150
 170 IF '  -"6" THEN GO SUB CL: G
O TO 500
 175 GO .   185: LET SW=VAL H$:
GO TO 300
 185 FOR Z=1 TO 5: IF Z>LEN H$ T
HEN RETURN
 190 IF H$(Z)<"1" OR H$(Z)>"5" T
HEN BEEP .2,10: GO TO 150
 195 NEXT Z: RETURN
 200 GO SUB CL: REM BETS
 205 LET BL=0: LET RE=9: LET II=
10: IF PC=2 THEN LET RE=12
 206 IF PC=2 THEN LET II=11
 210 PRINT AT II,0; PAPER 2;"PLA
YER ";PC;" HOW MUCH DO YOU BET??"
 215 INPUT "OR PRESS <0>FOR CARD
 HELP:"; LINE H$: IF H$="" THEN
GO TO 210
 220 IF H$="0" THEN GO SUB 6000:
 GO TO 210
 225 GO SUB 270: LET BE=VAL H$
 230 IF BE>R(PC) THEN GO TO 210
 235 IF BE>3999 THEN PRINT AT II
,0; PAPER 2;"THE MAXIMUM BET LIM
IT IS £3999": LET BL=1
 240 IF BE<10 THEN PRINT AT II,0
; PAPER 2;"SORRY,MINIMUM BET LIM
IT IS £10": LET BL=1
 245 IF BL=1 THEN BEEP .2,10: GO
 SUB PS: GO TO 205
 250 LET B(PC)=BE: LET R(PC)=R(P
C)-B(PC): PRINT AT RE,15;R(PC);
 260 PRINT "    ";AT RE,28;B(PC):
 GO TO 150
 270 FOR Z=1 TO LEN H$: IF Z>LEN
 H$ THEN RETURN
```

```
 280 IF H$(Z)<"0" OR H$(Z)>"9" T
HEN BEEP .2,10: GO TO 210
 290 NEXT Z: RETURN
 300 GO SUB CL: REM SWAP CARDS
 305 PRINT AT II,0; FLASH 1; PAP
ER 2;"PLAYER ";PC;" PLEASE HANG
ON A SECOND"
 310 GO SUB 350: LET Y=0: IF PC=
2 THEN LET Y=13
 315 LET X=1: FOR P=1 TO 5: IF P
>LEN H$ THEN GO TO 500
 320 LET SW=VAL H$(P): IF Q(SW)=
SW THEN LET X=K(SW): LET Z=C(C)
 335 GO SUB 370: LET H(SW,PC)=Z
 340 IF Q(SW)=SW THEN GO SUB 100
: LET E(SW,PC)=SY: LET J(SW,PC)=
VA: GO SUB 400: NEXT P
 345 GO TO 500
 350 REM SHUFFLE
 355 FOR N=1 TO 52: LET X=INT (R
ND*52)+1: LET Z=C(X): LET C(X)=Z
 360 LET C(N)=Z: NEXT N: RETURN
 370 REM DUPLICATE?
 375 FOR Q=1 TO 5: IF Z=H(Q,PC)
THEN LET Z=INT (RND*52)+1: GO TO
 375
 380 NEXT Q: IF PC=1 THEN RETURN

 390 FOR R=1 TO 5: IF Z=H(R,1) T
HEN LET Z=INT (RND*52)+1: GO TO
375
 395 NEXT R: RETURN
 400 LET C=C+1: REM CARD FLOW
 410 IF C>=53 THEN LET C=1
 420 RETURN
 450 REM PAUSE
 460 PRINT AT 0,31; FLASH 1;" ";
AT 0,31;: PAUSE 0: BEEP .2,10
 470 PRINT " ": RETURN
 500 REM CHECK HANDS
 510 FOR L=0 TO 800 STEP 100: GO
 SUB (2000+L)
 520 IF L>=SL AND PC=2 THEN GO S
UB CL: GO TO 550
 530 IF L>=SL AND PC=1 THEN LET
PC=PC+1: GO TO 30
 540 LET FH=0: LET PP=0: NEXT L
 550 FOR Z=1 TO 2: PRINT AT 9+Z,
1;"PLAYER ";Z;" HAS ";
 555 IF O(Z)=3 AND J(5,Z)=1 THE
N PRINT J(5,Z);F$(Z): GO TO 570
 560 PRINT F$(Z)
 570 NEXT Z: GO SUB PS
 600 LET P=2: REM WHO WON?
 610 FOR Z=1 TO 2: IF O(Z)=O(P)
THEN IF L(Z)>L(P) THEN LET O(P)=
Z: GO TO 630
 620 LET P=P-1: NEXT Z
 630 IF O(1)>O(2) THEN LET PC=1:
 GO SUB 750: LET RE=13
 640 IF O(1)<O(2) THEN GO SUB 75
0: LET RE=8
 650 IF O(1)=O(2) THEN FOR P=1 T
O 2: LET R(P)=R(P)+B(P): NEXT P:
 GO SUB CL: GO TO 800
 660 GO SUB CL: PRINT AT 10,0; F
LASH 1; PAPER 2;"PLAYER ";PC; FL
ASH 0;" HAS WON:BET=£";B(PC);" T
IMES": LET WB=1
 670 IF WB=1 THEN PRINT AT 11,0;
 PAPER 2;"ODDS OF ";O(PC);"/1 WI
NS YOU "; FLASH 1;"£";WI: GO SUB
 PS
 700 LET VI=0: FOR Z=1 TO 2: IF
R(Z)>25E4 THEN GO TO 900
 710 IF R(Z)<10 THEN LET VI=1: P
RINT AT RE,1;
 715 IF VI=1 THEN PRINT FLASH 1;
 PAPER 2;"YOU ARE SKINT.TOUGH NU
GGIES!!": GO TO 900
 720 NEXT Z: LET PC=1: LET WB=0:
 FOR Z=1 TO 2: LET B(Z)=0: NEXT
Z: CLS : GO TO 30
 750 REM WORK OUT BET
 760 LET WI=INT O(PC)*B(PC): LET
 R(PC)=R(PC)+B(PC)+WI: RETURN
 800 PRINT AT 10,0; PAPER 2;"BOT
H HANDS HAVE EQUAL HIGH-CARDSTHE
REFORE ALL BETS ARE RETURNED."
 810 GO SUB PS: GO TO 720
 900 REM PLAY IT AGAIN SAM?
 910 GO SUB CL: IF R(1)<10 OR R(
2)>25E4 THEN PRINT AT 13,4;
 915 IF R(2)<10 OR R(1)>25E4 THE
N PRINT AT 8,4;
 920 PRINT FLASH 1;"YOU HAVE WON
 THE MATCH!": FOR Z=1 TO 2
 925 IF R(Z)>25E4 THEN PRINT FLA
SH 1;"YOU'VE BROKE THE COMPUTER'
S BANK": GO TO 935
 930 NEXT Z
 935 PRINT AT 9,9; FLASH 1;"CASH
:£";R(1);AT 12,9;"CASH:£";R(2)
 940 PRINT AT 11,3; FLASH 1; PAP
ER 2;"DO YOU WANT ANOTHER GAME?"
 950 INPUT "<Y> OR <N>?"; LINE G
$: IF G$="" THEN GO TO 950
 960 IF G$="Y" OR G$="y" THEN RU
N
 999 GO TO 9999
2000 LET PP=1: REM STR FLU
2020 GO SUB 3000: LET CC=2820: L
ET CHE=1: LET FI=2: GO TO 2300
2030 IF FI=3 THEN LET F$(PC)="A
STRAIGHT FLUSH": LET OD=30: GO T
O CC
2100 REM 4S
2110 LET CHE=0: FOR Z=1 TO 2
2120 IF J(Z,PC)=J(Z+1,PC) AND J(
Z,PC)=J(Z+2,PC) AND J(Z,PC)=J(Z+
3,PC) THEN LET OD=25
2130 IF OD=25 THEN LET F$(PC)="F
OURS": LET L(PC)=J(4,PC): GO TO
CC
2199 NEXT Z: RETURN
2200 LET PP=1: REM FU HA
2210 GO SUB 3000: FOR P=1 TO 3
2250 IF J(P,PC)=J(P+1,PC) AND J(
P,PC)=J(P+2,PC) THEN LET FH=2
2260 IF FH<>2 THEN NEXT P: RETUR
N
2270 FOR Z=1 TO 4: FOR P=1 TO 3:
 IF J(Z,PC)=J(Z+1,PC) AND J(Z,PC
)<>J(P,PC) THEN NEXT P: LET OD=2
2
2280 IF OD=22 THEN LET F$(PC)="A
 FULL HAND": LET L(PC)=J(3,PC):
GO TO CC
2299 NEXT P: NEXT Z: RETURN
2300 LET PP=1: REM FLU
2310 GO SUB 3000: FOR O=1 TO 4:
FOR Z=1 TO 5: LET TE=143+O
2320 IF TE=E(Z,PC) THEN NEXT Z:
LET OD=20: LET L(PC)=J(5,PC): LE
T F$(PC)="A FLUSH": LET O(PC)=OD
2330 IF OD=20 THEN LET L=SL: LET
 FI=4: IF CHE=1 THEN GO TO 2400
2340 IF OD=20 THEN GO TO CC
2399 NEXT O: RETURN
2400 REM STRAIGHT
2420 FOR Z=1 TO 4: IF J(Z,PC)+1=
J(Z+1,PC) THEN NEXT Z: LET OD=18
: GO TO 2440
2430 FOR Z=1 TO 5: IF J(Z,PC)=S(
Z) THEN NEXT Z: LET OD=18
2440 IF OD=18 THEN LET F$(PC)="A
 STRAIGHT": LET L=SL: LET L(PC)=
J(5,PC)
```

Poker continues p71

```
2450 IF OD=18 AND FI=4 AND CHE=1
 THEN LET FI=3: GO TO 2030
2460 IF OD=18 OR OD=20 THEN GO T
O CC
2499 NEXT P: RETURN
2500 LET PP=1: REM 33
2510 GO SUB 3000: FOR Z=1 TO 3
2520 IF J(Z,PC)=J(Z+1,PC) AND J(
Z,PC)=J(Z+2,PC) THEN LET F$(PC)=
"THREES": LET OD=14
2530 IF OD=14 THEN LET L(PC)=J(3
,PC): GO TO CC
2599 NEXT Z: RETURN
2600 REM 2 PR
2620 LET Z=1: FOR P=1 TO 4: IF J
(P,PC)=J(P+1,PC) THEN LET Z=Z+1
2630 NEXT P: IF Z=3 THEN LET F$(
PC)="TWO PAIRS": LET OD=10: LET
L(PC)=J(4,PC): GO TO CC
2699 RETURN
2700 REM 1 PR
2730 FOR Z=1 TO 4: IF J(Z,PC)=J(
Z+1,PC) THEN LET F$(PC)="ONE PAI
R": LET OD=6
2740 IF OD=6 AND FH=1 THEN GO TO
 2230
2750 IF OD=6 THEN LET L(PC)=J(Z,
PC): GO TO CC
2799 NEXT Z: RETURN
2800 REM HC
2805 GO SUB 4000: LET F$(PC)=" H
IGH": LET OD=3: IF J(5,PC)>10 TH
EN GO SUB 3100
2810 IF OD=3 THEN LET L(PC)=J(5,
PC)
2820 LET L=SL: LET O(PC)=OD: LET
 OD=0: RETURN
3000 REM SWAP CARDS
3010 FOR P=1 TO 5: LET D(P)=J(P,
PC): NEXT P: GO SUB 4000
3020 FOR P=1 TO 5: LET J(P,PC)=D
(P): NEXT P: IF PP=1 THEN RETURN

3030 NEXT P: RETURN
3100 REM REG. HC
3110 IF J(5,PC)=11 THEN LET F$(P
C)="JACK HIGH"
3120 IF J(5,PC)=12 THEN LET F$(P
C)="QUEEN HIGH"
3130 IF J(5,PC)=13 THEN LET F$(P
C)="KING HIGH"
3140 RETURN
4000 LET SO=5: REM BUBBLE
4010 LET ZZ=1: LET SO=INT (SO/2)
: IF SO=0 THEN RETURN
4020 LET YY=5-SO
4030 LET XX=ZZ
4040 LET XXX=XX+SO: IF D(XX)<=D(
XXX) THEN GO TO 4090
4050 LET W=D(XX): LET D(XX)=D(XX
X): LET D(XXX)=W: LET XX=XX-Z
4060 IF XX>=1 THEN GO TO 4040
4090 LET ZZ=ZZ+1: IF ZZ<=YY THEN
 GO TO 4030
4110 GO TO 4010
6010 PRINT AT 10,0; PAPER 2;"A S
TRAIGHT FLUSH IS 5 CARDS OF  THE
 SAME SUIT AND IN SEQUENCE.  ";
6020 GO SUB GO: PRINT PAPER 2;"4
♣5♣6♣7♣8♣ IS A STRAIGHT FLUSH: 5
 CLUBS & 4,5,6,7 & 8."
6030 GO SUB GO: PRINT PAPER 2;"
FOURS IS 4 CARDS OF THE SAME    K
IND:4 TENS,4 KINGS,4 FIVES etc."
6040 GO SUB GO: PRINT PAPER 2;"
FULL HAND IS 3 CARDS & 2 CARDSO
F THE SAME KIND:3 ACES & 2 TENS"
6050 GO SUB GO: PRINT PAPER 2;"
FLUSH IS 5 CARDS OF THE SAME   S
UIT:♥♥♥♥♥:5 HEARTS,5 CLUBS etc "
6060 GO SUB GO: PRINT PAPER 2;"
STRAIGHT IS 5 CARDS IN ORDER:-4
5678 OF SAME OR MIXED SUITS etc"
6070 GO SUB GO: PRINT PAPER 2;"
THREES IS 3 CARDS OF THE SAME   K
IND:3 FOURS,3 JACKS,3 NINES etc"
6080 GO SUB GO: PRINT PAPER 2;"
2 PAIRS ARE 2 PAIRS OF THE SAME K
IND:2 FOURS AND 2 SEVENS etc.   "
6090 GO SUB GO: PRINT PAPER 2;"
1 PAIR IS ANY 2 CARDS OF THE    S
AME KIND:2 TWOS OR 2 FIVES etc "
6100 GO SUB GO: PRINT PAPER 2;"
HIGH CARD IS YOUR BEST VALUED C
ARD:ACES ARE LOW,KINGS ARE HIGH"
6500 GO SUB PS: GO SUB CL: PRINT
 AT 10,0;: RETURN
6530 LET O=10: FOR P=0 TO 30: PR
INT AT O,P;"  ";AT O+1,P;"  ";:
NEXT P: RETURN
8500 CLS : REM DIMS & THINGS
8510 LET CL=6530: LET PS=450: LE
T SL=1000: LET GO=6500: LET C=1
8520 PRINT AT 21,12; PAPER 2; FL
ASH 1;"PLEASE HANG ON A SEC"
8525 DIM A(13,13,2): DIM C(52):
DIM F$(2,16): DIM S(5)
8530 DIM B(2): DIM E(5,2): DIM H
(5,2): DIM J(5,2): DIM D(5)
8540 DIM K(5): DIM L(2): DIM O(2
): DIM Q(5): DIM R(2): LET OD=0
8550 FOR Z=1 TO 2: LET R(Z)=1000
: NEXT Z: LET PC=1: LET BE=0
8560 FOR Z=1 TO 5: READ K(Z): LE
T Q(Z)=Z: NEXT Z: LET T=28
8570 FOR Z=1 TO 5: READ S(Z): LE
T S(Z)=S(Z): NEXT Z
9000 REM BORING BITS
9005 DATA 1,7,13,19,25,1,10,11,1
2,13
9010 FOR N=1 TO 52: LET C(N)=N:
NEXT N
9015 FOR Z=USR "A" TO USR "R"+7:
 READ A: POKE Z,A: NEXT Z
9020 FOR N=1 TO 52: LET C(N)=N:
NEXT N: FOR N=1 TO 10
9025 FOR M=1 TO N: READ A(N,M,1)
,A(N,M,2): NEXT M: NEXT N
9030 FOR N=11 TO 13: LET A(N,1,1
)=4: LET A(N,1,2)=2: NEXT N: RET
URN
9500 DATA 0,54,127,127,127,62,T,
8,0,8,T,62,127,62,T,8,8,T,62,127
,127,62,8,T,8,T,T,107,127,107,8,
T
9510 DATA 0,8,20,34,34,62,34,34,
0,T,34,2,4,24,32,62
9520 DATA 0,28,34,2,12,2,34,T,0,
4,12,20,36,62,4,14,0,62,32,32,60
,2,34,28,0,T,34,32,60,34,34,T,0,
62,34,2,4,8,16,16,0,T,34,34,T,34
,34,T
9530 DATA 0,T,34,34,30,2,34,T,0,
76,82,82,82,82,82,76,0,14,4,4,4,
4,36,24,0,T,34,34,34,58,102,30,0
,118,36,40,48,40
9540 DATA 36,118,255,153,153,255
,255,153,153,255,4,2,2,2,6,2,2,2
,4,2,6,2,1,1,1,3,7,1,7,3,1,1,1,3
,4,2,7,1,7,3
9550 DATA 1,1,1,3,4,1,4,3,7,1,7,
3,1,1,1,3,2,2,4,1,4,3,7,1,7,3,1,
1,1,3,2,2,4,1,4,3,6,2,7,1,7,3
9560 DATA 1,1,1,3,3,1,3,3,4,2,5,
1,5,3,7,1,7,3,1,1,1,3,2,2,3,1,3,
3,5,1,5,3,6,2,7,1,7,3
9600 RETURN
9999 GO TO 999
```

Poker ends

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HEEBIE

• COMMODORE 64

Guide your cute little moron out of the maze by using the joystick to get him to start drinking the glass of warm milk on the other side of the screen.

But avoid the walls and the Heebie Jeebies.

Loading instructions: Load and Run part one of the program. Type New and Load part two.

New parts are added to the maze as you improve and there are three speed levels.

• Paul Hammond

```
5 REM*****DATA FOR M/C AND SPRITES*****
100 AD=12800:X=0
110 READA:IFA=-1THEN130
120 POKEAD+X,A:X=X+1:GOTO110
130 AD=49152:X=0
140 READA:IFA=-1THEN160
150 POKEAD+X,A:X=X+1:GOTO140
160 END
1000 DATA1,252,0,7,255,0,12,249,128,24,112,192,51,38,96,51
1001 DATA38,96,120,112,240,124,249,240,127,255,240,119,255,112,115,254
1002 DATA112,56,32,224,63,7,224,31,255,192,15,255,128,7,255,0
1003 DATA1,252,0,1,220,0,1,207,0,3,199,128,7,128,0,0
1004 DATA1,252,0,7,255,0,15,255,128,31,255,192,59,118,224,51
1005 DATA38,96,120,112,240,124,249,240,127,255,240,119,255,112,115,254
1006 DATA112,59,254,224,57,252,224,28,113,192,15,7,128,7,255,0
1007 DATA1,252,0,1,220,0,7,156,0,15,15,0,0,7,128,132
1008 DATA0,0,0,0,0,192,0,48,192,0,48,96,0,96,100
1009 DATA68,96,110,238,224,63,255,192,63,255,192,53,90,192,17,89
1010 DATA128,21,74,128,31,255,128,15,255,0,15,255,0,15,255,0
1011 DATA7,254,0,7,254,0,7,254,0,3,252,0,0,0,0,0
1012 DATA0,0,0,0,0,192,0,48,192,0,48,96,0,96,113
1013 DATA17,96,123,187,224,63,255,192,63,255,192,53,90,192,17,89
1014 DATA128,21,74,128,31,255,128,15,255,0,15,255,0,15,255,0
1015 DATA7,254,0,7,254,0,7,254,0,3,252,0,0,0,0,181
1016 DATA0,48,0,0,120,0,0,252,0,1,254,0,3,255,0,6
1017 DATA121,128,13,182,192,13,182,192,30,121,224,31,255,224,31,135
1018 DATA224,31,51,224,14,121,192,12,252,192,7,255,128,3,255,0
1019 DATA7,123,128,14,205,192,28,204,224,57,206,112,115,135,56,255
1020 DATA0,48,0,0,120,0,0,252,0,1,254,0,3,255,0,7
1021 DATA255,128,13,254,192,13,182,192,30,121,224,31,255,224,31,255
1022 DATA224,31,3,224,14,1,192,12,140,192,7,255,128,3,255,0
1023 DATA7,123,128,14,205,192,12,204,192,28,204,224,61,206,240,123
1024 DATA2,16,128,3,17,128,25,255,48,13,255,96,7,57,192,6
1025 DATA214,192,126,214,252,15,57,224,31,255,240,63,255,248,110,56
1026 DATA236,79,131,228,31,255,240,51,255,152,33,255,8,3,131,128
1027 DATA6,0,192,12,0,96,24,0,48,24,0,48,60,0,120,255
1028 DATA2,16,128,3,17,128,25,255,48,13,255,96,7,255,192,6
1029 DATA254,192,126,214,252,15,57,224,31,255,240,63,199,248,110,0
1030 DATA236,79,1,228,31,131,240,51,255,152,33,255,8,3,131,128
1031 DATA6,0,192,6,0,192,3,1,128,1,131,0,3,131,128,106
1032 DATA0,252,0,3,255,0,6,121,128,13,182,192,13,182,192,14
1033 DATA121,192,7,255,128,3,255,0,1,254,0,0,252,0,1,206
1034 DATA0,3,135,0,3,135,0,7,3,128,7,3,128,14,1,192
1035 DATA142,1,196,220,0,236,248,0,124,112,0,56,0,0,0,0
1036 DATA0,252,0,3,255,0,6,121,128,13,182,192,15,183,192,15
1037 DATA255,192,7,255,128,3,255,0,1,254,0,0,252,0,1,206
1038 DATA0,1,206,0,3,135,0,3,135,0,3,135,0,7,3,128
1039 DATA7,3,128,39,3,144,62,1,240,28,0,224,0,0,0,4,-1
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JEEBIE

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2000 DATA173,0,220,201,126,208,3,206,1,208,201,125,208,3,238,1
2001 DATA208,201,119,208,15,24,56,173,0,208,105,0,141,0,208,144
2002 DATA3,238,16,208,173,0,220,201,123,208,24,206,0,208,234,234
2003 DATA173,0,208,201,255,208,12,173,16,208,41,1,201,1,208,3
2004 DATA206,16,208,238,0,203,173,0,203,201,18,208,22,173,248,7
2005 DATA201,200,208,5,169,201,76,91,192,169,200,141,248,7,169,0
2006 DATA141,0,203,96,160,0,162,0,189,5,208,201,58,208,5,169
2007 DATA2,157,1,203,201,200,208,5,169,1,157,1,203,189,1,203
2008 DATA201,1,208,6,222,5,208,76,141,192,254,5,208,232,232,224
2009 DATA8,208,213,238,11,203,173,11,203,201,10,208,53,162,0,189
2010 DATA250,7,201,204,208,5,169,205,76,173,192,169,204,157,250,7
2011 DATA232,224,2,208,234,162,0,189,252,7,201,206,208,5,169,207
2012 DATA76,197,192,169,206,157,252,7,232,224,2,208,234,169,0,141
2013 DATA11,203,96,162,0,189,12,208,201,90,208,5,169,2,157,1
2014 DATA204,201,244,208,5,169,1,157,1,204,189,1,204,201,1,208
2015 DATA6,222,12,208,76,250,192,254,12,208,232,232,224,4,208,213
2016 DATA162,0,189,254,7,201,208,208,5,169,209,76,16,193,169,208
2017 DATA157,254,7,232,224,2,208,234,96,173,249,7,201,202,208,5
2018 DATA169,203,76,39,193,169,202,141,249,7,96,88,169,56,141,20
2019 DATA3,169,193,141,21,3,120,96,173,8,204,201,1,208,3,76
2020 DATA49,234,32,0,192,32,100,192,32,211,192,32,25,193,173,31
2021 DATA208,41,1,201,1,208,9,169,1,141,8,204,141,9,204,234
2022 DATA173,30,208,141,0,205,201,3,208,14,169,1,141,8,204,141
2023 DATA10,204,173,0,205,76,49,234,173,0,205,41,1,201,1,208
2024 DATA8,169,1,141,8,204,141,9,204,76,49,234,169,15,141,24
2025 DATA212,169,128,141,6,212,169,9,141,5,212,169,17,141,4,212
2026 DATA160,0,162,0,238,0,212,232,208,250,200,238,1,212,192,128
2027 DATA208,240,169,0,141,4,212,96,169,15,141,24,212,169,128,141
2028 DATA6,212,169,9,141,5,212,169,33,141,4,212,160,0,162,0
2029 DATA238,0,212,238,33,208,232,208,247,200,206,1,212,192,254,208
2030 DATA239,169,0,141,4,212,141,33,208,96,255,255,0,0,255,255,-1

5 H$="000400":HI=400
10 PRINTCHR$(147):POKE53281,0:POKE53280,0
12 V=53248
15 SYS49451:GOTO4000
20 SC=0:LE=1:LI=3
60 POKE53265,PEEK(53265)AND239
62 GOSUB2000:REM*******DRAW MAZE*******
70 GOSUB3000:REM*******DRAW SCORE******
80 GOSUB1000
85 POKEV+31,0:POKEV+30,0
90 FORI=52232TO52234:POKEI,0:NEXT
95 A=8000:POKE53265,PEEK(53265)OR16
100 REM*********THE GAME LOOP**********
110 IFPEEK(52233)=1THENSYS49592:LI=LI-1:GOSUB3025:IFLI<>0THEN60
120 IFLI=0THEN4000
130 IFPEEK(52234)=1THENPOKE54273,0:SYS49548:SC=SC+A:LE=LE+1:GOTO60
140 A=A-2
200 GOTO110
999 END
1000 V=53248:POKEV+21,255:POKEV+16,50:POKEV+27,255
1001 POKEV,32:POKEV+1,200:POKEV+39,8:POKE2040,200
1002 POKEV+2,54:POKEV+3,200:POKEV+40,1:POKE2041,202
1003 POKEV+4,32:POKEV+5,100:POKEV+41,4:POKE2042,204
1004 POKEV+6,56:POKEV+7,200:POKEV+42,7:POKE2043,205
1005 POKEV+8,34:POKEV+9,200:POKEV+43,2:POKE2044,206
1006 POKEV+10,58:POKEV+11,100:POKEV+44,5:POKE2045,207
1007 POKEV+12,100:POKEV+13,92:POKEV+45,6:POKE2046,208
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Heebie Jeebie continues p75

HEEBIE JEEBIE

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1008 POKEV+14,200:POKEV+15,164:POKEV+46,3:POKE2047,209
1040 RETURN
2000 REM************DRAW MAZE**********
2020 PRINT"■";
2036 W$="■■■■■■":FORI=0TO2:W$=W$+W$:NEXT
2038 PRINT"■■";
2040 PRINTTAB(7);W$:PRINT"■"SPC(31);W$
2042 PRINT"■■■■■■■■■■■■■■■■■"TAB(7);W$:PRINT"IIIIIIII"SPC(31);W$
2044 W$="■■■■■■■■■■■■■■■■■■■":W1$="■■■"
2046 PRINT"■■■■■■";
2048 PRINTTAB(12);W$"■■■":FORI=0TO5:PRINTTAB(12);W1$:NEXT:PRINT"IIIIII";
2050 FORI=0TO5:PRINTTAB(26);W1$:NEXT:PRINT"■■■"TAB(12);W$
2051 IFLE>1THENPRINT"■■"TAB(19)"■■■■■■■■■■■■■"
2052 IFLE>2THENPRINT"■■■■■■■■■■■■■■■■"TAB(19)"■■■■■■■■■■■■■■■■■■■■"
2053 IFLE>3THENPRINT"■■■■■■■■■■■■"TAB(18)"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■"
2054 IFLE>4THENPRINT"III"TAB(14)"■■■■■■■■■■■":PRINTSPC(22)"■■■■■■■■■■■■"
2055 IFLE>5THENPRINT"II"TAB(7)"■■■■■■■■":PRINTTAB(31)"■■■■■■"
2057 IFLE>6ANDPEEK(56325)>30THENPOKE56325,PEEK(56325)-10
2058 PRINT"■";
2060 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■";
2062 FORI=0TO20:PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■";:NEXT
2064 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■";
2100 RETURN
3000 REM**********DRAW SCORE***********
3010 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ SCORE                    ■HI-SCORE"
3020 PRINT"■ LEVEL                ■LIVES";
3025 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■";
3030 A$=MID$(STR$(SC),2,LEN(STR$(SC))):SC$=LEFT$("000000",7-LEN(STR$(SC)))
3035 SC$=SC$+A$:PRINTSPC(7);SC$;SPC(20);H$;
3040 PRINTSPC(7);LE;SPC(20);LI;
3100 PRINT"■"
3200 RETURN
4000 REM***********END OF GAME**********
4010 FORT=0TO1000:NEXT:PRINT"■":POKEV+21,0:IFSC>HITHENH$=SC$
4015 A$="                                           "
4020 A$=A$+"USE A JOYSTICK IN PORT TWO TO GUIDE YOUR CUTE LITTLE MORON OUT OF"
4030 A$=A$+" THE NIGHTMARE MAZE BY DRINKING THE GLASS OF NICE WARM MILK ON THE "
4040 A$=A$+"OTHER SIDE OF THE SCREEN. AVOID THE WALLS AND THE HEEBIE JEEBIES"
4050 A$=A$+".GOOD LUCK! "
4060 PRINT"■* * *** *** **  *** ***"
4062 PRINT"* * *    *   * *   *  *  "
4064 PRINT"■*** *** *** ***   *  ***"
4066 PRINT"* * *    *   * *   *  *  "
4068 PRINT"* * *** *** **   *** ***"
4069 PRINT"■■"SPC(12)
4070 PRINT"■*** *** *** **  *** ***"
4071 PRINTSPC(12)
4072 PRINT" *  *    *   * *  *  *  "
4073 PRINTSPC(12)
4074 PRINT"■ *  *** *** ***   *  ***"
4075 PRINTSPC(12)
4076 PRINT" *  *    *   * *  *  *  "
4077 PRINTSPC(12)
4078 PRINT"**  *** *** **   *** ***"
4080 FORI=1TO254:PRINT"■■■■■■■■■■■■■■■■■■■■■■■";MID$(A$,I,39)
4082 FORT=0TO100:NEXTT:GETB$:IFB$=" "THENI=254:GOTO4090
4084 NEXT:GOTO4080
4090 FORT=0TO400:NEXT:PRINT"■"
4100 PRINT"■■■CHOOSE A SPEED LEVEL"
4102 PRINT"■1.VERY FAST"
4104 PRINT"■2.MEDIUM"
4106 PRINT"■3.VERY SLOW"
4108 PRINT"■■CHOICE ?";
4110 GETA$:A=VAL(A$):IFA<1ORA>3THEN4110
4112 POKE56325,A*26
4114 PRINTA:FORT=0TO800:NEXT:GOTO20
```

Heebie Jeebie ends

QUAKE

• Atari 32K

Twelve scientists working underground face death as a massive earthquake threatens.

Your mission is to take a helicopter underground and rescue them. Points are gained for each man rescued. But steer clear of the tunnel walls and keep an eye on the clock. Time is vital.

• Mike White

```
1 REM **QUAKE ALERT**
2 REM **BY  M.WHITE**
3 REM **   1/8/85   **
5 DIM A(8):GOTO 4000
10 SC=0:LIV=3:DRO=6:GOSUB 1000:GOSUB 2000
13 X=56:Y=30:OB=4:TIM=999
15 X1=70:X2=125:X3=182:Y1=30
20 A=USR(1568,0,X,Y,2)
30 A=USR(1568,1,X1,Y1,3):A=USR(1568,2,X2,Y1,3):A=USR(1568,3,X3,Y1,3)
35 POKE 53278,0
40 J=STICK(0):REM **READ JOYSTICK**
50 IF J=14 THEN Y=Y-2:IF Y<=26 THEN Y=26
60 IF J=13 THEN Y=Y+2
70 IF J=11 THEN X=X-2:IF X<=50 THEN X=52
80 IF J=7 THEN X=X+2
82 IF J=5 THEN X=X+2:Y=Y+2
84 IF J=6 THEN X=X+2:Y=Y-2
86 IF J=9 THEN X=X-2:Y=Y+2
88 IF J=10 THEN X=X-2:Y=Y-2
90 IF PEEK(53252)=1 THEN GOTO 200
94 IF J=7 OR J=5 OR J=6 THEN A=USR(1568,0,X,Y,0)
98 IF J=11 OR J=9 OR J=10 THEN A=USR(1568,0,X,Y,1)
99 IF J>12 THEN A=USR(1568,0,X,Y,2)
100 IF PEEK(53260)>1 THEN GOTO 200
110 IF PEEK(53252)=2 THEN GOSUB 300:SC=SC+60
112 IF OB<=0 AND X>190 AND Y<35 THEN GOTO 350
115 POKE 53278,0
120 Y1=Y1+DRO:IF Y1>=200 THEN Y1=30
130 TIM=TIM-1:IF TIM<=0 THEN GOTO 230
140 POSITION 0,22:? #6;"SCORE;";SC;"  LIVES;";LIV;"          TIME;";TIM;"   "
150 SOUND 1,20,4,3:SOUND 2,Y1/2,10,2
160 GOTO 30
200 SOUND 2,0,0,0:A=USR(1568,0,X,Y,4)
210 FOR W=160 TO 0 STEP -1:SOUND 1,77,8,W/10:NEXT W
215 FOR D=0 TO 50:NEXT D
218 LIV=LIV-1:IF LIV<=0 THEN 250
220 X=55:Y=30:TIM=999:GOTO 15
230 DP=PEEK(560)+256*PEEK(561)
235 FOR H=6 TO 28:POKE DP+H,38:NEXT H
240 FOR L=0 TO 20:FOR Y=0 TO 14:POKE 54277,Y:SOUND 1,Y*10,0,Y:NEXT Y:SOUND 2,50,
8,Y-2
```

ALERT

```
245 FOR Y=14 TO 0 STEP -1:POKE 54277,Y:SOUND 1,Y*10,0,Y:NEXT Y:NEXT L
250 SOUND 1,0,0,0:SOUND 2,0,0,0:POSITION 5,11:? #6;"game over"
260 IF PEEK(53279)<>6 THEN 260
270 GOSUB 1000:SC=0:LIV=3:GOTO 13
300 IF Y<=70 THEN POSITION 17,1:? #6;" ":OB=OB-1:SOUND 1,50,10,5
310 IF Y>90 AND Y<110 THEN POSITION 13,9:? #6;" ":OB=OB-1:SOUND 1,50,10,5
320 IF Y>115 AND Y<125 THEN POSITION 1,12:? #6;" ":OB=OB-1:SOUND 1,50,10,5
330 IF Y>125 AND Y<140 THEN POSITION 6,13:? #6;" ":OB=OB-1:SOUND 1,50,10,5
340 FOR D=0 TO 10:NEXT D:RETURN
350 POSITION 3,12:? #6;"CONGRATULATIONS"
360 LIV=LIV+1:DRO=DRO+2:COL=COL+16:IF COL>=210 THEN COL=0
365 FOR D=0 TO 150:NEXT D
370 GOSUB 1000:GOTO 13
1000 POKE 708,COL+8:POKE 709,COL+40
1005 POSITION 0,0:? #6;"   ]ZDDDDDDDZZZDDDQ["
1010 POSITION 0,1:? #6;"   YH        BZX  wQ["
1020 POSITION 0,2:? #6;"ZZ\    FFFF\  P ]ZZQ["
1030 POSITION 0,3:? #6;"ZXY\]FXDDZD\    YDZQ["
1040 POSITION 0,4:? #6;"X  YZH  [X YF @  YQ["
1050 POSITION 0,5:? #6;"Q    P [Q[Q     Z\ [Q["
1060 POSITION 0,6:? #6;"Q[\ [Q[Q[Q[\ ]ZX [Q["
1070 POSITION 0,7:? #6;"\ YQ[Q[Q[Q[ZDZZQ [Q["
1080 POSITION 0,8:? #6;"Q [Q  [Q  [X YH  [Q["
1090 POSITION 0,9:? #6;"Q [Q JFZFFX  wQ ]ZQ["
1100 POSITION 0,10:? #6;"H ]Q        ]FZ\ YZQ["
1110 POSITION 0,11:? #6;"Q BZFFFFFFFZDDX ]X ["
1120 POSITION 0,12:? #6;"Qw YZDDZZDDX   ]Q  ]"
1130 POSITION 0,13:? #6;"ZZ [Q wZX     ]ZQ JZ"
1140 POSITION 0,14:? #6;"ZX ]Q ZH  ]FFFZZ\  Y"
1150 POSITION 0,15:? #6;"X ]X      ]ZDDDDDD\ ["
1160 POSITION 0,16:? #6;"Q[ZQ [FFFDX        YQ["
1170 POSITION 0,17:? #6;"\ YQ         ]FF\   Q["
1180 POSITION 0,18:? #6;"Z  ZFFFFFFFZZZH @ Q["
1190 POSITION 0,19:? #6;"X  BDDDDDDDDDH [Z  ["
1200 POSITION 0,20:? #6;"\                ]Z  ]"
1210 POSITION 0,21:? #6;"ZFFFFFFFFFFFFFFZZFFZ"
1500 RETURN
1990 REM **SET UP SPRITES**
2000 POKE 106,144:POKE 710,0:PMSTART=PEEK(106):F=PMSTART*256
2010 RESTORE 2100:FOR Q=1536 TO 1758:READ D:POKE Q,D:NEXT Q
2020 POKE 559,62:POKE 54279,PMSTART:FOR Q=0 TO 3:POKE 53248+Q,0:NEXT Q:POKE 704,
30:POKE 705,53:POKE 706,53
2030 POKE 707,53:POKE 53277,3:POKE 623,8:X=USR(1536,PMSTART)
2040 RESTORE 2050:FOR Q=0 TO 79:READ D:POKE F+Q,D:NEXT Q:RETURN
2045 REM **SPRITE SHAPE DATA**
2050 DATA 0,0,0,0,0,127,136,252,250,31,10,31,0,0,0,0
2060 DATA 0,0,0,0,0,254,17,63,95,248,80,248,0,0,0,0
2065 DATA 0,0,0,0,0,127,8,28,34,62,20,34,0,0,0,0
2070 DATA 0,0,0,0,24,126,126,255,255,126,126,24,0,0,0,0
2080 DATA 0,0,8,10,20,9,36,0,8,52,82,37,20,82,16,0
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Quake Alert continues p79

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Chatham. Boots, 30-34 Wilmott Square, Pentagon Centre. Tel: 0634 405471.
Gravesend. Gravesend Home Computers, 39 The Terrace. Tel: 0474 218871.
Folkstone. Boots, 24-26 Sandgate Road. Tel: 0303 54007
Maidstone. Boots, 56-62 King Street. Tel: 0622 53912.
Maidstone. Kent Micros, 52 Union Street. Tel: 0622 52784.
Rainham. Microway Computers, 39 High Street. Tel: 0634 376702.
Sevenoaks. Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.
Shortlands. The Village House of Computers, 87 Beckenham Lane. Tel: 01-460 7122.
Sittingbourne. Computer Plus, 65 High Street. Tel: 0795 25677.
Tunbridge Wells. Boots, 7-11 Calverley Road. Tel: 0892 26486.
Tunbridge Wells. Modata Computer Centre, 28-30 St. Johns Road. Tel: 0892 41555.

LANCASHIRE

Blackpool. Boots, 28-38 Bank Hey St & Victoria St. Tel: 0253 22276.
Blackpool. Blackpool Computer Store, 179 Church Street. Tel: 0253 20239.
Bolton. Computer World UK. 208 Chorley Old Road. Tel: 0204 494304
Burnley. IMO Computer Centre, 39-43 Standish Street. Tel: 0282 54299.
Lancaster. Northern Lights, 89 Scotforth Road. Tel: 0524 62634.
Preston. 4Mat Computing, 67 Friargate. Tel: 0772 561952.
Rochdale. Boots, 50 Market Way. Tel: 0706 53225.

LEICESTERSHIRE

Leicester. Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
Leicester. DA Computers 104 London Road. Tel: 0533 549407.
Market Harborough. Harborough Home Computers. 7 Church Street. Tel: 0858 63056.

LONDON

W1. Computers of Wigmore Street, 104 Wigmore Street. Tel: 01486 0373.
W1. Galaxy. 230 Tottenham Court Road. Tel: 01-636 6500.
W1. Sonic Foto Micro Center, 256 Tottenham Court Road, Tel: 01-580 5826.
W1. Tomorrows World Today, 27 Oxford Street. Tel: 01-439 7799.
WC1. Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
W8. Boots, 127a Kensington High Street. Tel: 01-937 6882.
SE7. Vic Oddens Micros, 6 London Bridge Walk. Tel: 01-403 1988.
SE15. Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.
EC2. Devron Computer Centre, 155 Moorgate. Tel: 01-638 3339.
N14. Logic Sales, 19 The Bourne, The Broadway, Southgate, Tel: 01-882 4942.
N22. Boots, 38-40 High Road, Wood Green. Tel: 01-881 0101.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
NW4. Boots, Brent Cross Shopping Centre. Tel: 01-202 5256/7.
NW11. Computers Inc, 86 Golders Green. Tel: 01- 209 0401.

GREATER MANCHESTER

Altrincham. Boots, 13-17 George Sreet. Tel: 061-928 4471
Hyde. C Tech Computers, 184 Market Street. Tel: 061-366 8223
Manchester. Boots, 32 Market Street. Tel: 061-832 6533.
Manchester. Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-224 8117.
Manchester. NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
Marple. Marple Computer Centre, 106 Church Lane. Tel: 061-449 9933.
Oldham. Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
Oldham. Boots, 1 Town Square Shopping Centre. Tel: 061-624 2525
Stockport. National Micro Centres, 36 St Peters Gate. Tel: 061-429 8080

MERSEYSIDE

Liverpool. Hargreaves, 31-37 Warbreck Moor, Walton. Tel: 051-525 1782.
St Helens. Microman Computers, Rainford Industrial Estate, Mill Lane, Rainford. Tel: 0744 885242.
Southport. Boots, 31-39 Chapel Street. Tel: 0704 33907.
St. Helens. Boots, 8 Church Street, 24 La Grange Arcade. Tel: 0744 25488.

MIDDLESEX

Harrow. Camera Arts, 42 St. Anns Road, Tel: 01-427 5469.
Hounslow. Boots, 193-199 High Street. Tel: 01-570 0156.
Southall. Twillstar Computers Ltd, 7 Regina Road. Tel: 01-574 5271.
Teddington. Andrews, Broad Street. Tel: 01-977 4716.
Twickenham. Productive Computers Ltd, 72 Heath Road. Tel: 01-891 4991.
Uxbridge. JKL Computers, 7 Windsor Street. Tel: 0895 51815.

NORFOLK

Norwich. Adams, 125-129 King Street. Tel: 0603 22129.
Thetford. Thetford CB & Micros, 21 Guildhall Street. Tel: 0842 61645.

NOTTINGHAMSHIRE

Mansfield. Boots, 39 Four Seasons Shopping Centre, Tel: 0623 23089.
Nottingham. Boots, 11-19 Victoria Centre. Tel: 0602 470676.
Nottingham. Telstar, 280 Huntingdon Street. Tel: 0602 505585.
Worksop. Computer Graphix, 32 Bridge Street. Tel: 0909 472248.

NORTHAMPTONSHIRE

Kettering. Boots, 35 Gold Street. Tel: 0536 514675.
Northampton. Boots, 9 The Parade. Tel: 0604 22573

NORTHUMBERLAND

Morpeth. Telerents (Northern) Ltd, 31 New Gate Street. Tel: 0607 513537.

OXFORDSHIRE

Abingdon. Ivor Fields Computers, 21 Stert Street, Tel: 0235 21207.
Banbury. Computer Plus, 2 Church lane. Tel: 0295 55890.
Oxford. Science Studio, 7 Little, Clarenden Street. Tel: 0865 54022.
Oxford. Absolute Sound and Video, 19 Old High Street, Headington, Tel: 0865 65661.

SCOTLAND

Aberdeen. Boots, 133-141 Union Street. Tel: 0224 585349.
Dundee. Boots, 49-53 High Street, Tel: 0382 21756.
Edinburgh. Boots, 101-103 Princes Street. Tel: 031-225 8331.
Edinburgh. Microworld Computer Group, 12 Leven Street. Tel: 031 228 1111
Edinburgh. Edinburgh Computers, 51-57 Lothian Road. Tel: 031 229 4418.
Edinburgh. Silicon Centre, 7 Antigua Street. Tel: 031 557 4546.
Glasgow. Boots, 200 Sauchiehall Street. Tel: 041 332 1925.
Glasgow. Microworld Computer Group, 11 Bath Street. Tel: 041 332 1116.
Glasgow. Boots, Union Street and Argyle Street. Tel: 041 248 7387.
Glasgow. Tom Dixon Cameras, 15-17 Queen Street. Tel: 041-204 0826.
Glasgow. Commscot Ltd, 30 Gordon Street. Tel: 041 226 4878.
East Kilbride. Boots, 33-37 The Plaza. Tel: 035 52 20629.
Falkirk. Boots, 79-91 High Street. Tel: 0324 20535.
Hamilton. Tom Dixon Cameras, 8 Cadzou Street. Tel: 0698 283193.
Peterhead. North East Computers. 1 Ellis Street. Tel: 0779 79900.

SHROPSHIRE

Shrewsbury. Computerama, 13 Castlegate. Tel: 0743 60528.
Telford. Computer Village, 2/3 Hazeldine House, Central Square. Tel: 0952 506771.
Telford. Telford Electronics, 38 Mall 4. Tel: 0952 504911.

SOMERSET

Taunton. Boots, 64-65 High Street. Tel: 0823 76061.

STAFFORDSHIRE

Newcastle-under-Lyme. Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.
Stoke on Trent. Town Computer Store, 30 Town Road, Hanley. Tel: 0782 287540.
Stoke on Trent. Boots, 3-5 Market Square, Hanley. Tel: 0782 23271.

SUFFOLK

Bury St. Edmunds. Boots, 11-13 Cornhill. Tel: 0284 701516.
Bury St. Edmunds. The Suffolk Computer Centre, 1-3 Garland Street. Tel: 0284 705503.
Ipswich. Computer Magic, 24 Crown Street. Tel: 0473 50965.

SURREY

South Croydon. Concise Computer Consultants. 1 Carlton Road. Tel: 01-681 6842.
Croydon. The Vision Store, 53-59 High Street. Tel: 01-686 6362.
Croydon. Boots, The Mall, 12-18 Whitgift Centre. Tel: 01-688 6021.
Epsom. The Micro Workshop, 12 Station Approach. Tel: 0372 721533.
Guildford. Guildford Computer Centre, 5 The Quadrant, Bridge Street. Tel: 0483 578848.
Wallington. Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.
Woking. Harpers, 71-73 Commercial Way. Tel: 0486 225657.

SUSSEX

Brighton. Boots, 129 North Street. Tel: 0273 27088.
Brighton. Gamer, 71 East Street. Tel: 0273 728681.
Bognor Regis. Bits & Bytes, High Street. Tel: 0243 867143.
Eastbourne. Boots, 15 Eastbourne Arndale Centre. Tel: 0323 27742.
Horsham. Boots, 1 Swan Walk, Tel: 0403 53053.
Horsham. Orchard Computer Centre, 34 East Street. Tel: 0403 64884.
Worthing. Boots, 48-52 Montague Street. Tel: 0903 207106.

TYNE & WEAR

Newcastle-upon-Tyne. Boots, Eldon Square. Tel: 0632 329844.
Newcastle-upon-Tyne. RE Computing, Parkview House, Front Street, 4 Lane Ends. Tel: 091 2701740.
Sunderland. Business Micro Communications Ltd, Refuge Assurance Buildings, Saint Thomas Street, West Sunniside. Tel: 0783 654916.

WALES

Aberdare. Inkey Computer Services, 70 Mill Street, The Square, Trecynon. Tel: 0685 881828.
Aberystwyth. Aberdata at Galloways, 23 Pier Street. Tel: 0970 615522.
Cardiff. Boots, 36 Queens Street & 105 Frederick Street. Tel: 0222 31291.
Cardiff. The Computer Shop, 41 The Hayes. Tel: 0222 26666.
Cardiff. Cardiff Microcomputers, 46 Charles Street. Tel: 0222 373072.
Newport. Gwent Computers, 92 Chepstow Road. Tel: 0633 841760.
Newport. Boots, 155-156 Commercial Street. Tel: 0633 51212.
Swansea. Boots, 17 St. Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.
Swansea. The Micro Store, 35-36 Singleton Street. Tel: 0792 46980.

WARWICKSHIRE

Coventry. Boots, 38-42 Corporation Street. Tel: 0203 26561.
Leamington Spa. Boots, 31 Parade. Tel: 0926 24945.
Leamington Spa. Leamington Hobby Centre 121 Regent Street. Tel: 0926 29211.
Nuneaton. Micro City, 1a Queens Road. Tel: 0203 382049.
Rugby. O.E.M., 9-11 Regent Street. Tel: 0788 70522.

WEST MIDLANDS

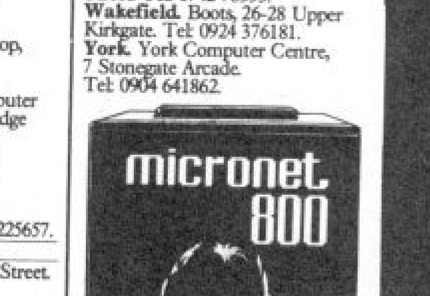
Birmingham. Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
Dudley. Central Computers, 35 Churchill Precinct. Tel: 0384 238169.
Stourbridge. Walters Computer Systems. 12 Hagley Road. Tel: 0384 370811.
Walsall. New Horizon, 1 Goodall Street. Tel: 0922 24821.

WILTSHIRE

Trowbridge. West Wiltshire Micros, Whiteheart Yard. Tel: 02214 67259.

YORKSHIRE

Bradford. Boots, 11 Darley Street. Tel: 0274 390891.
Doncaster. Boots, 13-15 French Gate, Tel: 0302 62238.
Barnsley. Boots, 34-40 Cheapside. Tel: 0226 82616.
Huddersfield. Micro World Computers, 1006-1010 Manchester Road, Linthwaite. Tel: 0484 846117.
Huddersfield. Boots, 22 King Street. Tel: 0484 21756.
Leeds. Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
Leeds. Micro Power, Northwood House, North Street. Tel: 0532 458800.
Sheffield. PIP Micro Communications, 9 Taptown Crescent, Broomhill. Tel: 0742 661096.
Sheffield. Boots, 4-6 High Street. Tel: 0742 78333.
Wakefield. Boots, 26-28 Upper Kirkgate. Tel: 0924 376181.
York. York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.



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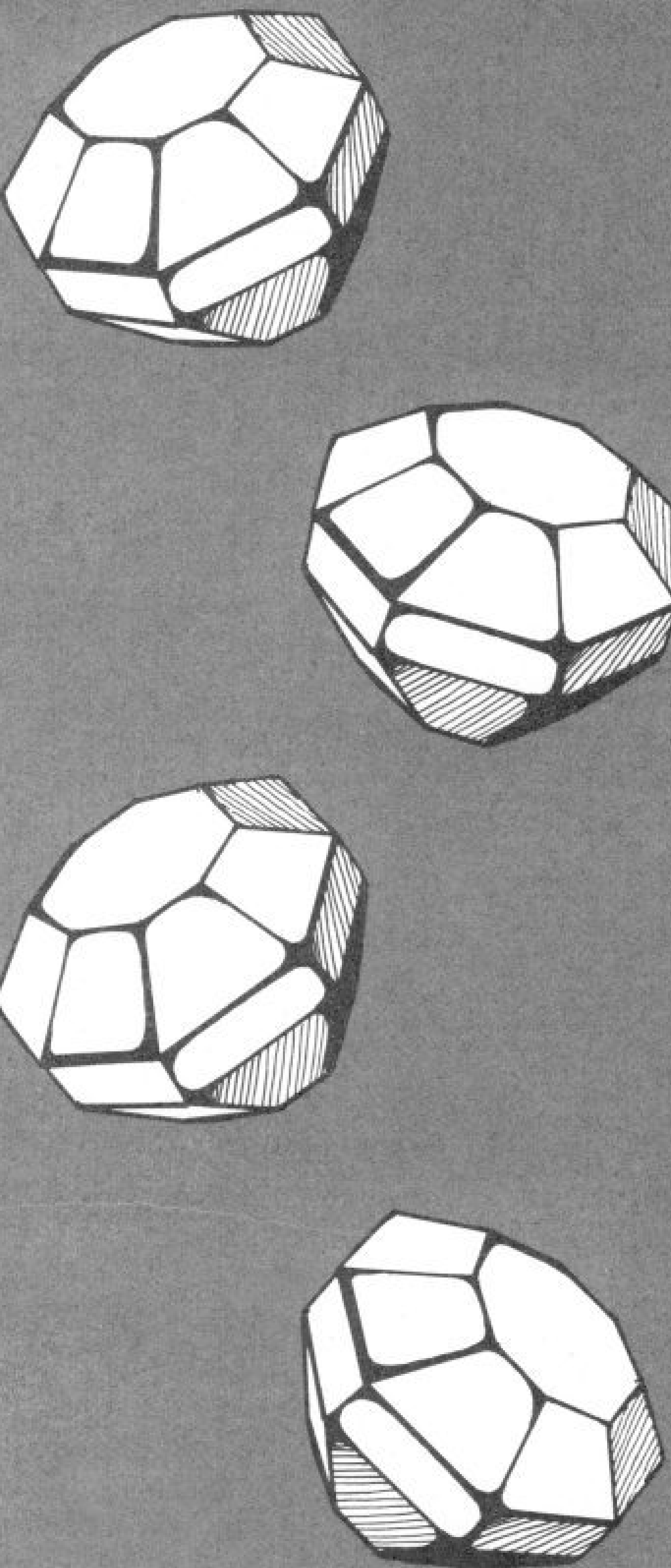
Micronet 800, 8 Herbal Hill, London EC1.

QUAKE ALERT

```
2090 REM **SPRITE SETUP DATA**
2100 DATA 104,104,104,141,218,6,24,105,4,141,219,6,169,0,162,3,157,200,6,202,16,
250,169,7,162,6,160,67,32
2110 DATA 92,228,96,169,1,141,220,6,104,104,104,170,104,104,157,208,6,104,104,15
7,212,6,104,104,157,204
2120 DATA 6,169,1,157,200,6,169,0,141,220,6,96,173,220,6,240,3,76,98,228,162,3,1
89,200,6,208,6,202,16
2130 DATA 248,76,98,228,142,216,6,169,0,157,200,6,141,221,6,189,204,6,201,16,16,
21,189,204,6,10,10,10,10
2140 DATA 133,205,173,221,6,24,109,218,6,133,206,76,152,6,173,221,6,24,105,1,141
,221,6,189,204,6,56,233
2150 DATA 16,157,204,6,201,16,48,213,76,127,6,173,219,6,24,109,216,6,133,204,169
,0,133,203,160,255,145
2160 DATA 203,136,208,251,189,212,6,133,203,160,0,177,205,145,203,200,192,16,208
,247,174,216,6,189,208
2170 DATA 6,157,0,208,24,144,131,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1
92,208,224,240
2180 DATA 0,0,0,0,0,0,0
2990 REM **REDEFINE CHARACTER SET**
3000 RESTORE 3042:MT=PEEK(106):GT=MT-4:POKE 106,GT
3010 GRAPHICS 1+16:? #6;"BACK IN A MO!":CRO=PEEK(756)*256
3020 CRA=GT*256:POKE 756,GT:FOR N=0 TO 1023:POKE CRA+N,PEEK(CRO+N):NEXT N
3030 FOR K=1 TO 15:READ R:R=R-32
3040 FOR I=0 TO 7:READ A:A(I)=A:B=I+R*8+256*GT:POKE B,A:NEXT I:NEXT K:GOTO 10
3041 REM **NEW CHARACTER DATA**
3042 DATA 93,3,3,15,31,31,63,127,127
3045 DATA 66,127,127,63,63,31,15,3,0
3050 DATA 68,255,255,255,255,207,134,4,0
3060 DATA 70,0,17,157,255,255,255,255,255
3070 DATA 92,192,192,240,248,252,252,254,254
3080 DATA 72,254,254,252,252,248,224,128,0
3090 DATA 74,15,31,63,63,63,63,31,15
3110 DATA 90,255,255,255,255,255,255,255,255
3120 DATA 64,0,0,8,28,62,127,255,255
3130 DATA 80,255,255,126,60,24,0,0,0
3140 DATA 81,224,240,240,224,192,192,224,240
3150 DATA 91,1,3,7,7,3,3,1,1
3160 DATA 87,0,0,60,126,255,126,90,126
3170 DATA 88,255,252,248,224,192,192,128,128
3180 DATA 89,255,63,15,7,7,3,3,1
4000 COL=0:POKE 53277,COL:POKE 53768,32:GRAPHICS 1:POSITION 5,6:? #6;"quake alert"
4005 POSITION 6,8:? #6;"BY"
4007 POSITION 5,10:? #6;"mike white"
4010 POKE 710,0:? "         PRESS START TO PLAY"
4015 ? "         PRESS HELP FOR INSTRUCTIONS"
4020 IF PEEK(53279)<7 THEN GOTO 3000
4022 IF PEEK(732)=17 THEN GOTO 4030
4024 GOTO 4020
4030 GRAPHICS 0:POKE 710,0
4040 ? "          INSTRUCTIONS"
4050 ? :? "YOU HAVE BEEN CHOSEN TO PILOT YOUR HELICOPTER IN AN UNDERGROUND MISSION"
4060 ? "TO RESCUE 12 SCIENTISTS.YOU MUST DO   THIS BEFORE AN IMMINENT EARTHQUAKE
    DESTROYS THE TUNNELS."
4070 ? " THERE ARE 3 MEN IN EACH HUT,TO RESCUETHEM TOUCH THE HUTS.YOU SCORE 20"
4075 ? "POINTS FOR EACH MAN.IF YOU GET ALL THEMEN EXIT ON THE RIGHT OF THE SCREEN."
4080 ? " USE THE JOYSTICK TO CONTROL THE       CHOPPER,IT HAS FULL 8-WAY CONTROL.
"
4095 ? " YOU DIE BY TOUCHING THE TUNNEL WALL, HITTING A FALLING BALL OR RUNNING
OUT"
4097 ? "OF TIME,WHEN THE EARTHQUAKE STRIKES.   AN EXTRA LIFE IS GAINED FOR EACH
    COMPLETED LEVEL."
4100 ? :? "ALL TUNNELS CAN BE NEGOTIATED,WITH    SKILL AND PRECISION.....GOOD LUCK"
4110 ? :? "          PRESS START TO PLAY"
4120 IF PEEK(53279)<7 THEN GOTO 3000:GOTO 4120
4130 GOTO 4120
9999 FOR H=6 TO 28:POKE DP+H,38:NEXT H
10000 FOR L=0 TO 20:FOR Y=0 TO 14:POKE 54277,Y:SOUND 1,80,8,Y:NEXT Y:SOUND 2,200
,6,5
```

Quake Alert ends

INJUN JIM



● SPECTRUM 48K

Injun Jim, an intrepid archaeologist, is searching for the fabulous Star of India — a priceless gemstone.

Jim has found where the gem is hidden. But it has been broken up into 50 parts and distributed throughout the ten caves.

Your task of finding them is made more difficult by the perils of the moving holes.

The controls are A — jump, N — left and M — right.

● Eamon and Kieran Tighe

```
   2 GO SUB 9000
   3 GO SUB 4000
  10 RESTORE 20: FOR f=23296 TO
23492: READ a: POKE f,a: NEXT f
  20 DATA 70,64,95,187,64,160,9
72,31,110,72,96,196,72,223,51,30
,32,135,80,159
  40 DATA 42,0,91,58,2,91,35,54
0,43,54,255,35,189,32,4,54,255,3
3,64,64,237,99,0,91
  50 DATA 42,3,91,58,5,91,43,54,
0,35,54,255,43,189,32,4,54,255,3
3,191,64,237,99,3,91
  60 DATA 42,6,91,58,8,91,35,54,
0,43,54,255,35,189,32,4,54,255,3
3,0,72,237,99,6,91
  70 DATA 42,9,91,58,11,91,43,54
,0,35,54,255,43,189,32,4,54,255,
33,127,72,237,99,9,91
  80 DATA 42,12,91,58,14,91,35,5
4,0,43,54,255,35,189,32,4,54,255
,33,192,72,237,99,12,91
  90 DATA 42,15,91,58,17,91,43,5
4,0,35,54,255,43,189,32,4,54,255
,33,63,80,237,99,15,91
 100 DATA 42,18,91,58,20,91,35,5
4,0,43,54,255,35,189,32,4,54,255
,33,128,80,237,99,18,91,201
 105 LET sc=10: LET le=1
 107 BORDER 5: PAPER 7: INK 0: B
RIGHT 0: CLS : FLASH 0: OVER 0:
INVERSE 0
 110 FOR f=15 TO 159 STEP 24: PL
OT 0,f: DRAW 255,0: NEXT f
 120 INK 2: FOR f=0 TO 7: PLOT f
,0: DRAW 0,(7-f)*15+10: PLOT f,1
75: DRAW 0,-(7-f)*15-10: NEXT f
 125 INK 2: FOR f=0 TO 7: PLOT f
+248,0: DRAW 0,f*15+10: PLOT f+2
48,175: DRAW 0,-f*15-10: NEXT f
 130 FOR f=1 TO 30: PRINT AT 21,
f; INK 2; PAPER 7;"♦": NEXT f
 135 RANDOMIZE : FOR f=0 TO 6
 140 LET z=INT (f)*3+1: LET x=IN
T (RND*29+2)
 150 PRINT AT z,x; PAPER 6; INK
2;"▬";AT z-1,x; INK 2; PAPER 7;"
♦": NEXT f
 160 LET ti=310-(le*10): LET d=0
: LET a=1
 170 RESTORE 180: DIM a(7): FOR
f=1 TO 7: READ n: LET a(f)=n: NE
XT f
 180 DATA 16448,16544,18432,1852
```

```
8,18624,20512,20608
 200 DIM f(5): FOR f=1 TO 5: LET
 f(f)=0: NEXT f
 210 FOR f=2 TO 6
 220 LET z=INT (f)*3+1: LET x=IN
T (RND*29)+2: IF ATTR (z,x)<>56
THEN GO TO 220
 230 PRINT AT z,x; PAPER 7: INK
4;"[UDG]": NEXT f
 240 PRINT AT d,a; INK 0;"[UDG]";AT
d+1,a; INK 1;"[UDG]"
1000 LET c=0
1005 IF d=0 AND a=1 AND sc/60=IN
T (sc/60) THEN LET sc=sc+10: GO
TO 2000
1010 IF PEEK (a((d/3)+1)+a)=0 TH
EN GO SUB 8000
1020 INK 0: RANDOMIZE USR 23317:
 IF PEEK (a((d/3)+1)+a)=0 THEN G
O SUB 8000
1030 PRINT AT d+1,a; INK 1;"[UDG]"
1040 IF (INKEY$="m" AND ATTR (d,
a+1)=56) THEN LET a=a+1: LET c=1
: BEEP .00025,60: IF ATTR (d+1,a
)=60 THEN LET sc=sc+10: BEEP .01
,60: BEEP .01,0
1050 IF d<>0 THEN LET d=d: IF IN
KEY$="a" AND PEEK (a(((d-3)/3)+1
)+a)=0 AND ATTR (d-2,a)<>50 THEN
 GO SUB 7000
1060 IF (INKEY$="n" AND ATTR (d,
a-1)=56) THEN LET a=a-1: LET c=-
1: BEEP .00025,60: IF ATTR (d+1,
a)=60 THEN LET sc=sc+10: BEEP .0
1,60: BEEP .01,0
1070 LET ti=ti-1: PRINT #1;AT 0,
0;"SCORE :";sc;" TIME :";ti;" LE
VEL :";le;"  ": IF ti=0 THEN GO
TO 6000
1080 IF c<>0 THEN PRINT AT [illegible] a-[illegible]
; INK 0;" ";AT d+1,a-c; INK [illegible]
"

1090 IF c<>0 THEN PRINT AT d,a;
INK 0;"[UDG]";AT d+1,a; INK 1;"[UDG]"
1100 GO TO 1000
2000 IF le=10 THEN GO TO 3000
2004 FOR f=0 TO 45: BEEP .01,f:
BEEP .01,12: NEXT f: CLS : PRINT
 AT 10,1;"THAT WAS EASY,NOW TRY
THIS !"
2005 PRINT AT 15,10; FLASH 1;"PR
ESS A KEY": LET f=0
2008 LET le=le+1
2010 PRINT AT 10,1; INK F [illegible]
1;"
: LET F=F+1
2020 IF INKEY$<>"" THEN CLS : GO
 TO 107
2025 IF f=8 THEN LET f=0
2030 GO TO 2010
3000 CLS : PRINT AT 10,0; FLASH
1; INK 0;"YOU'VE GOT ALL PARTS O
F THE GEM"
3020 RESTORE 3010: FOR f=1 TO 17
: READ a,b: BEEP a/1.5,b: NEXT f
3030 DATA 1,14,.75,16,.3,14,.4,1
6,.5,18,.25,19,.5,18,.5,16,.5,14
,.5,16,.5,18,.25,16,.25,14,.75,1
6,.3,9,.5,9,.5,9
3050 PLOT 95,56: FOR f=1 TO 4: D
RAW 8,8: DRAW 8,-8: NEXT f: PLOT
 103,64: DRAW 48,0
3055 PLOT 95,56: DRAW 64,0
3060: FOR f=-32 TO 32 STEP 16: P
LOT 127,16: DRAW f,40: NEXT f
3070 PRINT #1;AT 0,3; INK 0;"PRE
SS A KEY-PRESS A KEY"
3080 FOR F=1 TO 5: PAUSE 0: NEXT
 F: RUN
4000 PRINT AT 5,8; INK 0;"INSTRU
CTIONS";AT 10,10;"A-JUMP";AT 12,
10;"N-LEFT";AT 14,10;"M-RIGHT"
4010 PRINT AT 16,1;"Pass through
 10 caverns by        collecting t
he scattered         fragments of
 the STAR OF INDIA. Watch your t
ime and the spikes"
4015 PRINT AT 21,10;"PRESS A KEY
"

4020 FOR f=1 TO 5: NEXT f: PAUSE
 0: RETURN
6000 RESTORE 6010: FOR f=1 TO 11
: READ z,x: BEEP .04,z: BEEP x,z
: NEXT f
6010 DATA 0,.9,0,.8,0,.25,0,1,1,
1,2,.25,2,.8,0,.25,0,.8,-1,.5,0,
1
6020 PRINT AT 11,1; PAPER 7; INK
 0; FLASH 1;"DEATH TO ALL TREASU
RE SEEKERS"
6022 PRINT AT 21,10;"PRESS A KEY
"

6025 FOR f=1 TO 10: NEXT f
6030 PAUSE 0: RUN
7000 FOR f=1 TO 3: BEEP .01,f*10
: LET d=d-1: IF ATTR (d,a)=60 TH
EN LET sc=sc+10: BEEP .01,60: BE
EP .01,0
7010 PRINT AT d,a; INK 0;"[UDG]";AT
d+1,a; INK 1;"[UDG]";AT d+2,a; INK 0
;" ": NEXT f: INK 0: RANDOMIZE U
SR 23317: RETURN
8000 FOR f=1 TO 3: BEEP .01,(4-f
)*10: LET d=d+1: IF ATTR (d+1,a)
=60 THEN LET sc=sc+10: BEEP .01,
60: BEEP .10,0
8010 IF ATTR (d+1,a)=58 THEN GO
TO 6000
8020 PRINT AT d-1,a; INK 0;" ";A
T d,a; INK 0;"[UDG]";AT d+1,a;"[UDG]": I
F d=20 THEN GO TO 6000
8030 NEXT f: INK 0: RANDOMIZE US
R 23317: RETURN
9000 RESTORE 9000: FOR f=USR "a"
 TO USR "f"+7: READ a: POKE f,a:
 NEXT f
9010 DATA 60,96,100,66,0,24,60,4
4
9020 DATA 44,44,60,24,24,24,24,2
8
9030 DATA 44,36,60,28,44,118,102
,71
9040 DATA 60,66,189,66,66,36,36,
24
9050 DATA 223,223,223,0,251,251,
251,0
9060 DATA 8,8,28,28,62,62,28,8
9070 RETURN
```



Injun Jim ends

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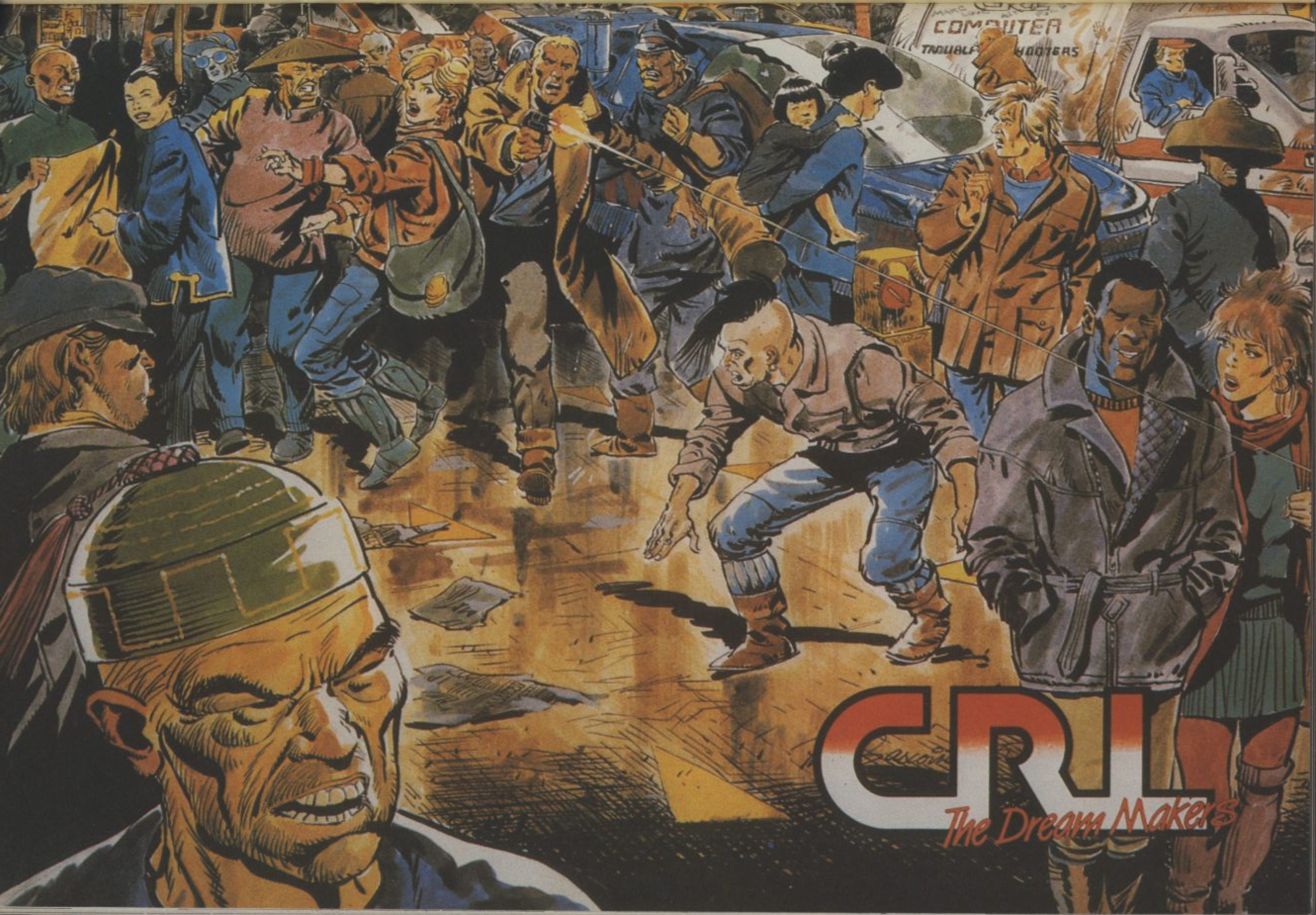
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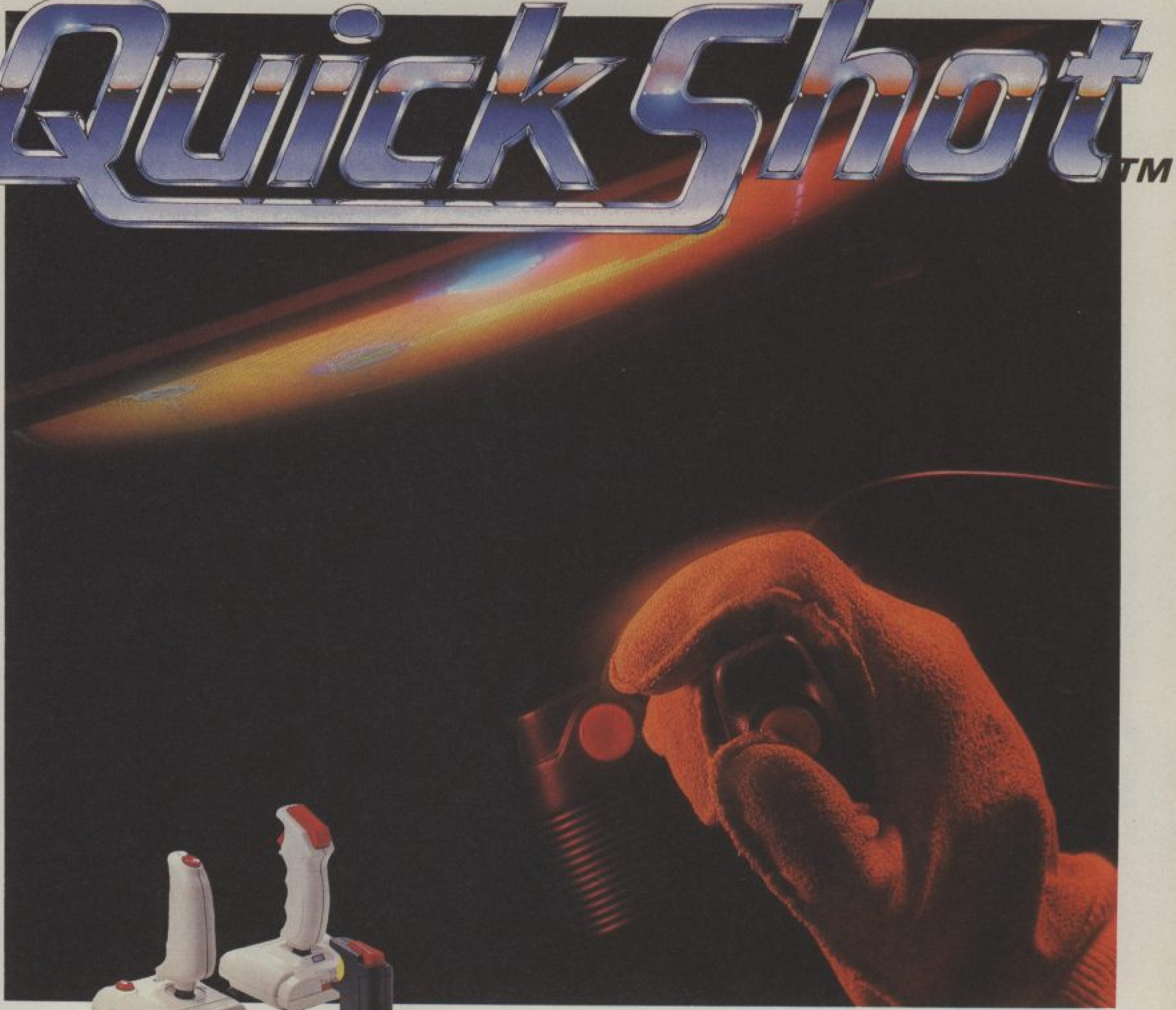
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PTOO PTOO
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NNNNN
MADE IT... DESTRUCT ACTIVATED!
DESTRUCT
BOOMF
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★ ARCAD

Once again CLARE EDGELEY, IDEAS CORP's arcade spy has been venturing out into the game booths to bring you news of the hottest and naffest arcade games around. Here she reports on two [illegible] your hard earned coinage . . .

• BUBBLES

A game based on the kitchen sink is a pretty weird setting, but Williams has seen fit to base their new game *Bubbles* in just such a location.

The idea is to rush round the sink swallowing up such tasty morsels as ants, crumbs and other floating garbage. All highly palatable to your average bubble.

As you whiz round — it feels like controlling someone on an ice skating rink — the bubble gets larger and larger until it eventually grows a face and starts to smile. At that stage it means business and nothing is safe from its predatory jaws.

The life of a bubble is a temporary one. After all, razor blades don't do them much good and neither do sponges. One burst and the other absorbs, and that's the end of you if you happen to touch one of those lurking nasties. On the other hand, you do have some protection. On every level a broom appears which must be swallowed instantly. That gives protection against sponges and roaches — which look like huge hairy spiders crawling out of the plug hole.

It's curtains for your bubble if you skid too near a plug hole — unless the centre is flashing green. I'm not sure what happens then as I kept running into razor blades and was getting rather bored anyway.

Once the greasies have been cleared away, the tap is turned on and you are washed into another level over again.

Bubbles is neither addictive nor colourful — each screen is shaded in blue, the colour of water I suppose. Williams must have been desperate to have concocted such a silly game.





• GHOSTS 'N' GOBLINS

A chase through a graveyard in the dead of night isn't everyones cup of tea, but there are some who like being scared out of their wits and they will probably love *Ghosts 'n' Goblins*.

The walking dead, graveyards and droning funeral music are the main ingredients to the game — a rather macabre story from the Japanese company Capcom the *Commando* people.

It all starts at the edge of a graveyard where a beautiful young maiden is tending your wounds. Suddenly, an evil, satanic creature swoops down from his mountain eyrie and tears her from your grasp. Leaping up, you totter forwards — exposed in your undies.

The spirits are on your side this dreadful night as you immediately stumble into a suit of armour. One minute you're standing there clothed only in a loin cloth, the next you're equipped for war.

And then comes the spooky bit. The walk through the graveyard. The undead rise from the ground and, like every good horror movie, start closing in on you with blood-shot eyes, fang like teeth and arms outstretched. You can stop them temporarily by throwing lances, though they do rise again.

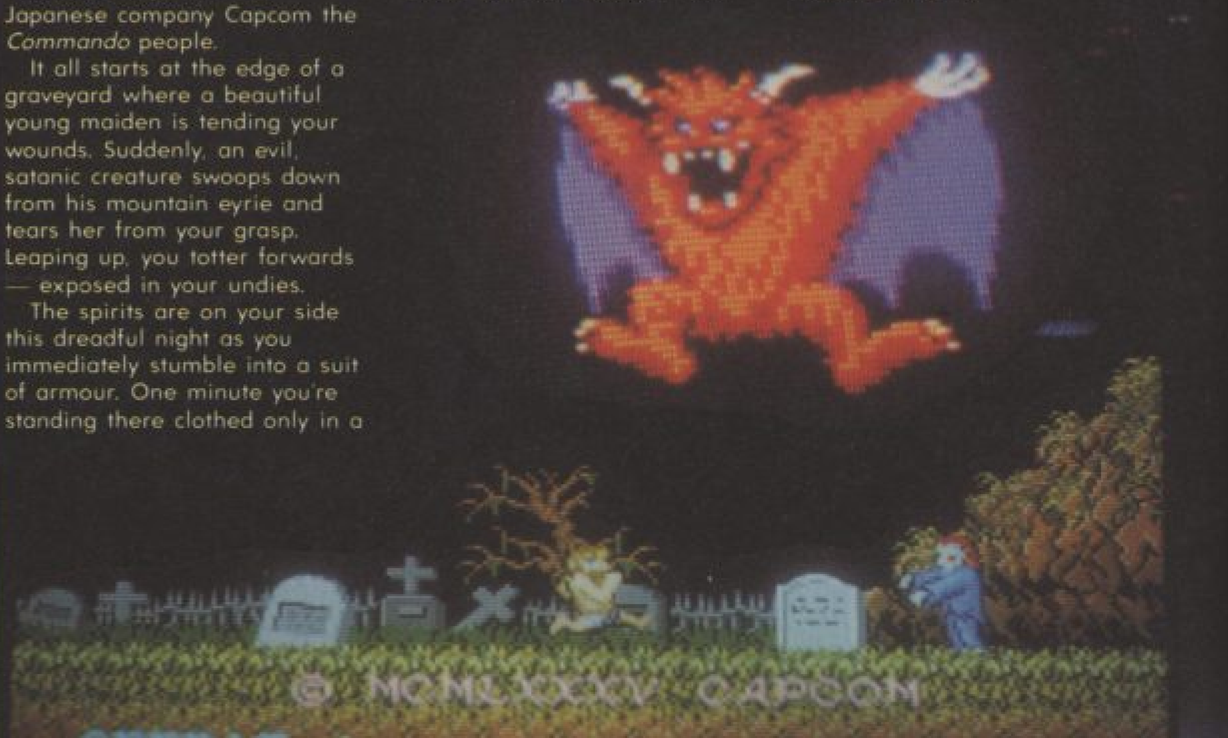
Some tomb stones have to be jumped and those are particularly dangerous. Three or four zombies will rise on either side to trap you if you stumble or hang around too long. Perching on top of the tombstones doesn't help either, as you can only kill them on level ground. A lance thrown in this position will fly over their heads.

Let those ghastly creatures touch you once and you are unclothed and flicker a bit to show your weakened state. If touched again, you turn instantly into a skeleton and collapse into a pile of musty old bones. And then what will become of the beautiful maiden?

Bonus points are scored for runing over objects and the game has a continuous play facility which enable you to insert more money and continue from your last position. That's a nice touch as there is nothing as frustrating as having to start from the beginning each time you die.

Ghosts 'n' Goblins is fast and intriguing. Well worth playing if only to see what other horrors lie in store. I'm afraid the ghoulies got me every time — I didn't even get to see the goblins which I presume lie further on.

The only thing that might put you off is the music. Dreary stuff — enough to give anyone sleepless nights!



DE ACTION

• PAC RAT

The huge success of *Roland Rat* must have set the Atari boys thinking. Peter Pac Rat is their answer to *Roland* — a cute little creature who is a kleptomaniac. The way he goes about it makes a magpie look like an amateur.

The game starts off above ground with Peter in his tree house. The screen is the platform and ladders type with three shiny objects scattered throughout. The hazards in the game are the animals which range from a bulldog and dragonfly in the first screen to crocodiles, bats, snakes, cats and owls. And they all do their [illegible] Peter's activities. [illegible] the animals and so make off withs the goodies as he jumps around each screen. When stunned, some can be used to carry him round for a short period. The flying creatures are used for this purpose as they can get him to the top of a screen far quicker than he could climb.

Each level takes place in a different location. The second screen finds Peter underground in a larger screen with more levels land objects. Bats and large rats must be avoided as he scurries up and down ladders. The bats are especially important as the time limit is tight, and towards the end of the game you should stun a bat and use it to carry Peter to the top of the screen to collect the last few objects.

Once the objects are back at the start he can go on the next collecting trip. That takes place in a tree where much the same thing happens. And then its back to the start where the first screen has been combined with the second to create a large and varied playing area, with few added extras like a large spider's web.

Each level is larger than its predeecessor, has more objects and is much harder to complete in the specified time limit. Movement is smooth and the game presents a real challenge.

The music is fast and there are several different jingles — in fact they all sound very much like the type of music found in American Sit-coms.

Play it if you can find one near you.

• WELCOME A MACHINE!

Watch out for next month's great arcade double competition. We're not giving too much away — except for a real live arcade machine and a genuine pin-table. That's all! If you've got space at home for a mega-prize then pick up a copy of December's special *C+VG*. You could end up with a real Christmas bonus!



• BARADUKE

BaraDuke from Namco is one of those classic arcade shoot-'em-ups which don't have a story line, not much in the way of graphics, but there's plenty of blasting material.

The screen is dull, mostly blues, blacks, browns with the occasional touch of pink. Appropriate when you think that the whole thing takes place in the bowels of the earth, in some deep underground cavern.

The idea seems to be to travel as deep underground as is humanly possible to defeat the monster's boss.

Anyway, cavern one. Descent in your lunar jet suit to confront the squidgy blue Octy. Octy is really the mother octopus — rather like a mother-ship — and she crops up on each level, spewing out her dull-coloured offspring to attack you. Not very nice at all. They are fairly slow moving and are easy to shoot down. As their numbers grow in each successive cavern, you'll have more trouble coping with them. Add the baby octopuses to lots of lethal bubbles and you get the picture.

Once you're rid of the octopuses, you can have a bash at their mum. Shoot her a couple of times and she turns into a metallic ball with a yellow square in the middle. Run over that and a *Paccet* is revealed. Could this be a baby pac-creature? It is in fact a yellow splodge — sometimes with a face and ears. Run over the *Paccet* to pick it up and down the shaft to the next cavern.

It is possible to earn extra shields by rescuing enough *Paccets* to win a bonus screen. That involves pressing the fire button at the right moment and you will either win a shield, lose a shield or gain nothing.

Why the game is called BaraDuke is anybody's guess. Perhaps that is the name of the monster's boss.

BaraDuke is reasonably fast, mildly addictive, but hasn't got the qualities to take it into the top ten arcade games.

• METRO CROSS

Namco has used an old idea — that of running from one point to another — and has come up with an unusual and playable game.

Metro Cross is all about running through a scrolling screen, jumping some objects and kicking others — and all within a time limit.

Limber up and get ready, ther are some sticky patches ahead of you. Your slightly pot-bellied character chugs off slowly and then gathers speed. Not for long though. Some oil drums hurtle towards you in formation and must be jumped. Easier said than done. It happens quickly and you are more likely to end up flattened. Pick yourself up and continue, must not waste time as once that's run out you'll be electrified and disappear in a puff of smoke.

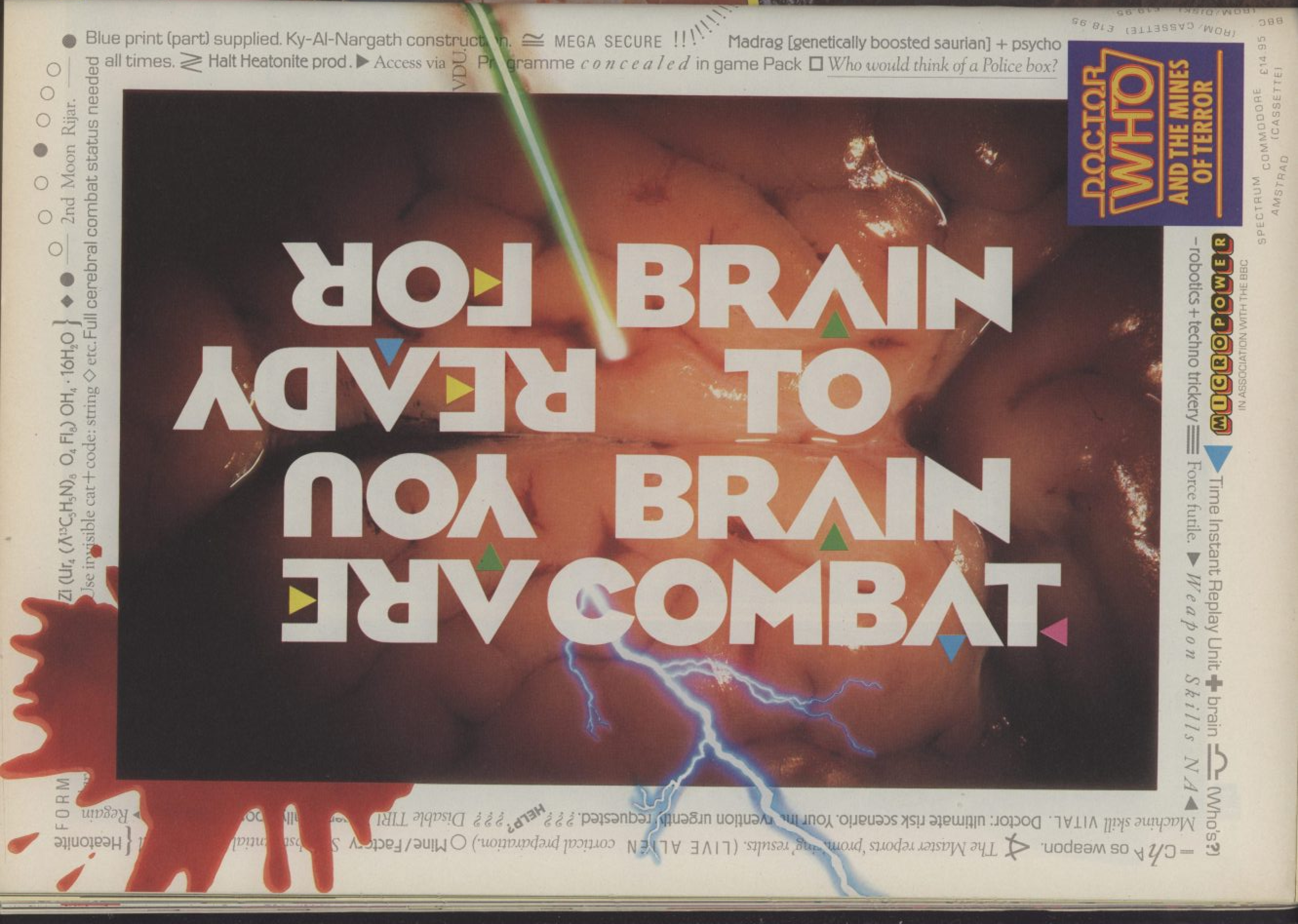
The area to run through is marked in blue and white tiles and as you charge from left to right be sure to avoid the green patches. These are slippery areas on which your player will quickly slide out of control. It is vital to move him off as quickly as possible and the best way is to jump him into the air and move him across in mid-leap.

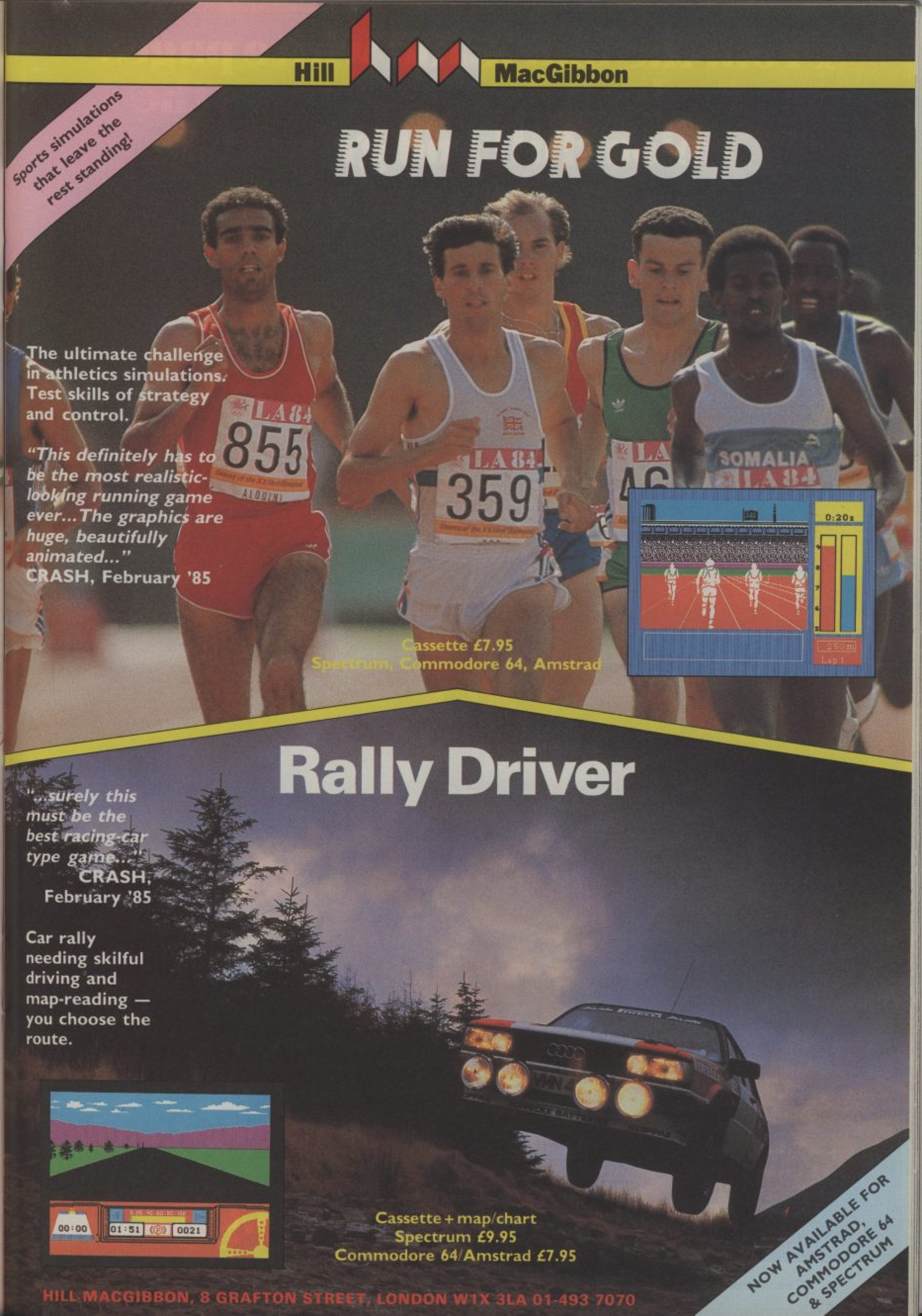
To make life harder, oil drums aren't the only hazards. A continuous stream of objects lie or move into your path and it is in your best interests to time your jumps as tripping up can only slow your progress.

The running area zig zags up and down and at full pelt it is difficult to slow down in time to change direction.

When you reach the finishing posts on each leg, your runner collapses and has to bend over in a struggle to catch his breath. Anyone would think you had made him run a marathon!

Metro Cross is fun and strangely addictive for such a simple concept. However, it is often the simple games which do better than the really complex ones.


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DEAR BUG HUNTERS

Now what's the point in having a team of heroic Bug Hunters, if they won't tell you what the bugs are? Oh, they searched out and destroyed all the bugs from the listings in the previous issue, but refused to tell us what they were so that we could pass on the information to you. The reason they gave was 'security', but personally I think they're after more money.

Obviously some intrepid reporter was going to have to volunteer to infiltrate the group and get the low-down on what went wrong. Guess who drew the short straw? Yes, Rik Link.

Wearing dull clothes, dark glasses and a dirty raincoat, I tried to appear inconspicuous as I crept into the Bug Hunter Recreation Room (out of bounds to all organic life forms) and crouched down behind a sofa, just inside the door.

Peering over the top of the thick cushion backs, I got my first glimpse of the extravagantly furnished room, complete with drinks machine, oil bath and a whole host of microcomputers.

Big Red was just relaxing into the bath, whilst in the far corner, **B-Con** was projecting a film onto a white patch of wall. He and the others were watching some robot (presumably female) removing various outer casings to some electronic music.

Suddenly the whole room began to vibrate as Big Red started humming to himself. A chorus of shouts immediately erupted from the far corner.

"Can it, you mechanised moron!" screeched **OTISS**, straining to make himself heard above the reverberations. "Can't you see we're trying to watch a movie here?"

"But I always sing in the bath. I've been told I have a very nice singing voice," protested Big Red.

A floodlight swept past me as B-Con turned round, all interest in the film lost. "You! A nice singing voice. I've heard better sounding pneumatic drills. I've also heard you singing bass with that Commodore 64 of yours. Terrible."

"Well, it's got better sound than that Spectrum you keep fiddling with, and I didn't think much to the music in that Rockfall game that was published in the Book of Games," roared Big Red.

"That's okay," said B-Con, cheerfully. "I had a call recently from Sean Swift in Shipley, who's improved the tune data. Have a look at this."

B-Con swung around to project a program line on the far wall. They all hummed quietly to themselves for a moment as they checked out the new tune against the original.

OTISS was the first to finish. "Well, I suppose it's all right if you like that sort of thing, but I think I'll stick to my BBC and Atari any day of the week. Anyway, why didn't you tell that bunch from the magazine about this new line of yours. It's not like you not to try and show off in that petty little way of yours."

"I didn't tell them because you refused to let them in."

"You can't blame me just because the Incredible Lump was sitting in front of the door," said OTISS.

Meanwhile, Big Red had been splashing oil over all and sundry in a desperate effort to scrub his back. "I was only sitting in front of the

continued on page 86

DEAR BUG HUNTERS

door because you told me to. You said it was a matter of security. And then, when I asked what we were keeping secure, you told me to stop trying to change the subject. Then I said I wasn't, and you told me that I'm extremely stupid at times. Then I..."

"Okay, okay!," said OTISS. "You do go on at times. Anyway, if we refuse to speak to them, maybe they'll change that drinks machine over there. What do they think we are? Fancy putting coffee, tea and chicken soup into it. Urgh! What's more, none of us had anything to say in any case."

"I did." OTISS turned and glared at the previously silent **X**. "Don't tell me you've been having more trouble with that Amstrad of yours. Not that I'd be a bit surprised," sneered Otiss.

"Well I did have some trouble with the printing. Unfortunately, the printer produced a number of weird symbols which confused all the Amstrad owners who tried to type it in," said OTISS, in a very matter-of-fact manner.

"I know I'm going to regret this, but why don't you tell us all about it. Get it off your chest, so to speak", said OTISS, in that annoying imperious manner of his.

"Very well then. Most people were able to handle the hash symbols, which appear as a sort of compressed Pt," began X. "However, on reaching line 855 things started to get awkward. There are three very unusual symbols at the end of this particular line — the type you wouldn't credit a printer being able to handle.

"The first of these resembles an inverted exclamation mark. Believe it or not, this should be the left-hand square bracket ([). Having said this, it might not seem quite so unusual if I were to tell you that the third symbol, looking remarkably like an upside-down, back-to-front question mark, should really be the right-hand square bracket (]).

"Now, the symbol in the middle, which looks very much like a capital 'N', is the backslash key '/' — you'll find this just below the square bracket keys on the keyboard."

"Who cares where you find it on the keyboard?" shouted OTISS. "Look, is this going to go on much longer?"

"You did ask him," chimed in Big Red, cleaning his feet with a bit of wire wool he'd found lying about.

"Yes, shut-up and listen!" agreed B-Con.

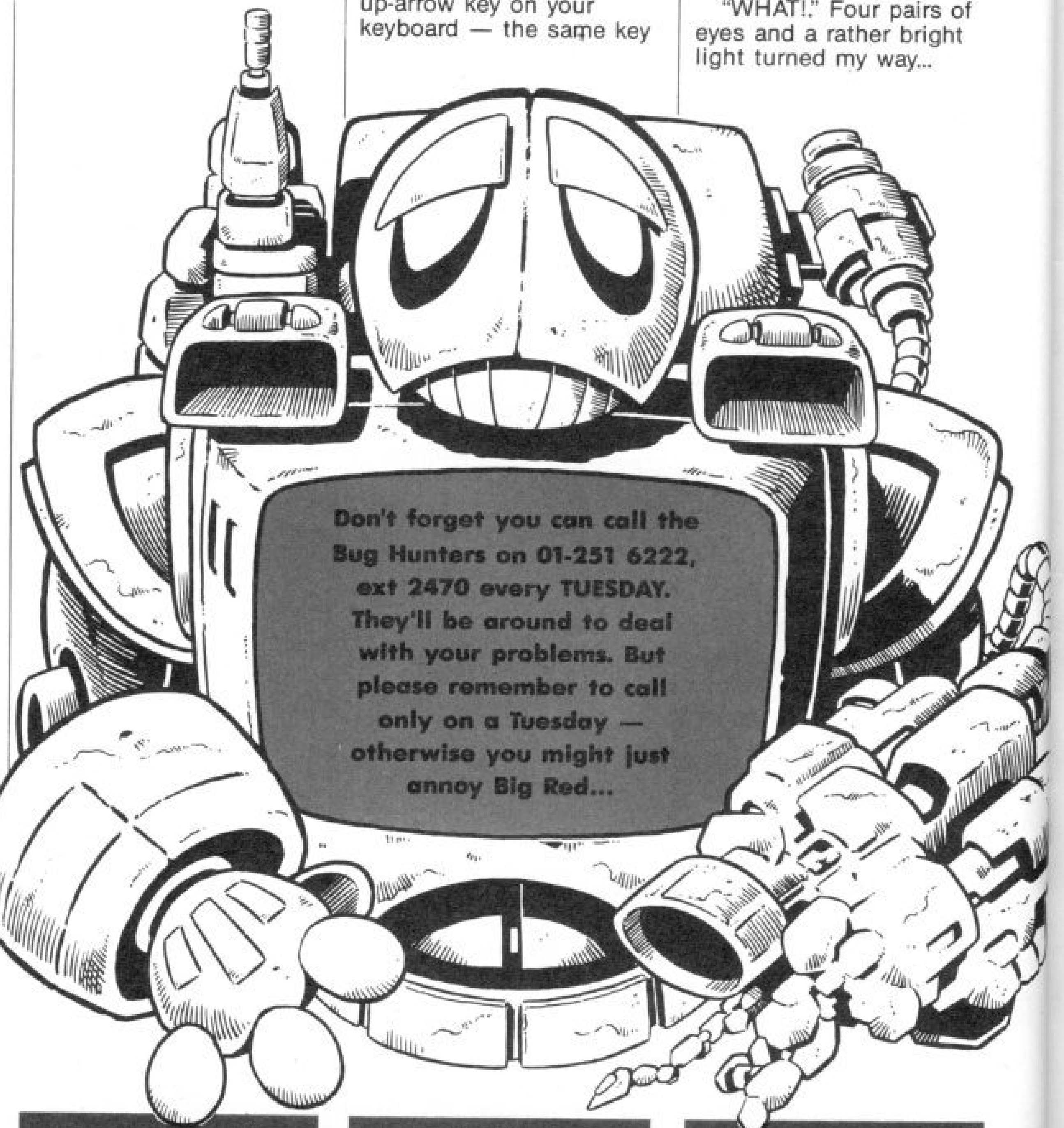
"These three symbols crop up yet again in lines 860, 865 and 870," continued X. "More importantly, you'll find that funny-looking 'N' in lines 890, 1290 and twice in each of lines 1275 and 1525. There may be more, but I can't find any.

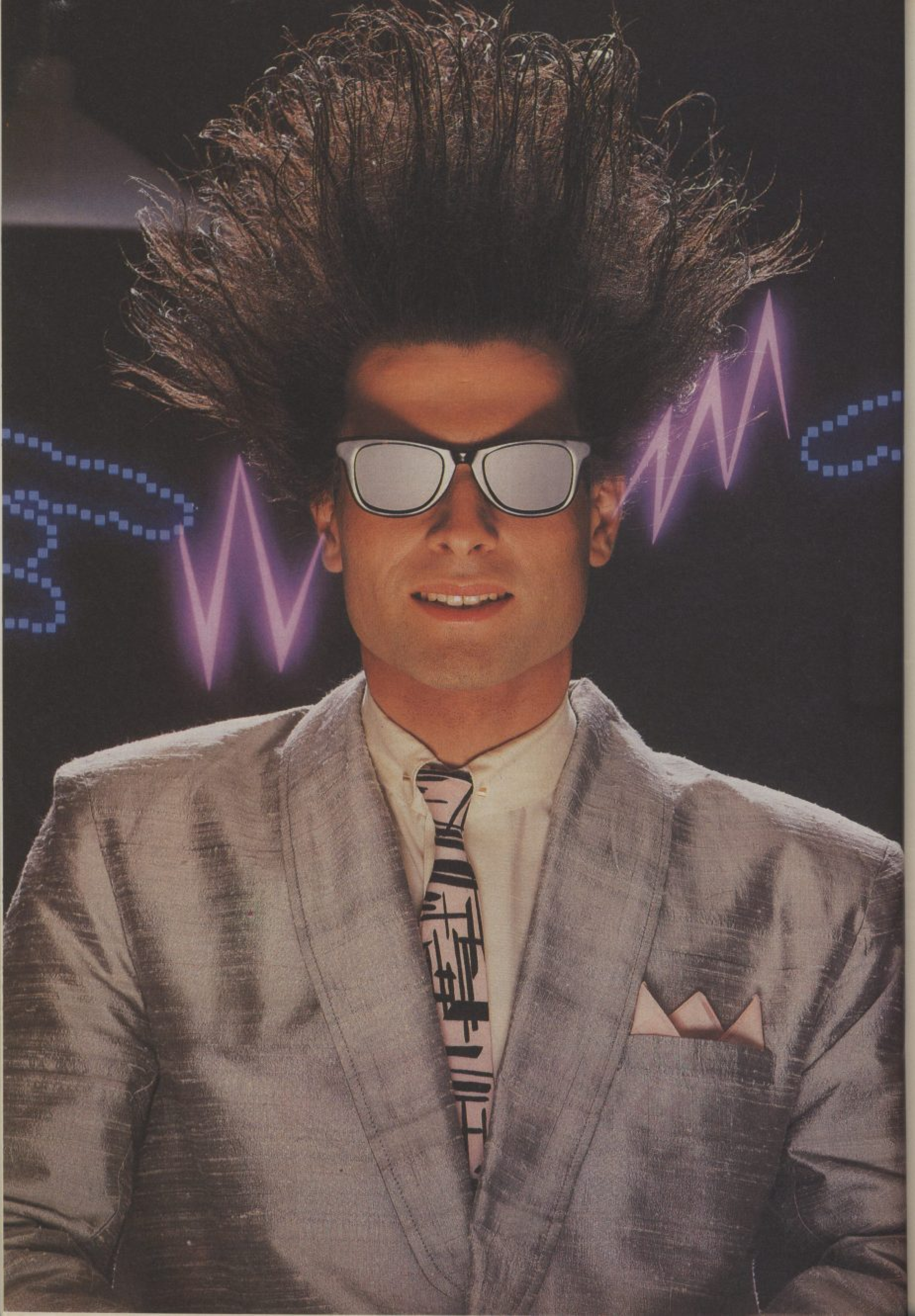
"Lines 1015, 1125, and probably others, contain a symbol like '*'. This is the up-arrow key on your keyboard — the same key as the pound sign. This isn't a real error, as most printers print the symbol this way.

"Finally, there are a couple more unusual symbols in lines 3020 and 3028. The first of these, which is only just distinguishable as two dots at the top of the character space, should be the left hand curly bracket. You get this using SHIFT+'['. Lastly the character looking like two vertical lines with a squiggle at the top should be the vertical bar line. This is obtained with SHIFT+'@'.

"By the way, I'm not sure if I should mention this, but is anybody going to do anything about that guy hiding behind the sofa."

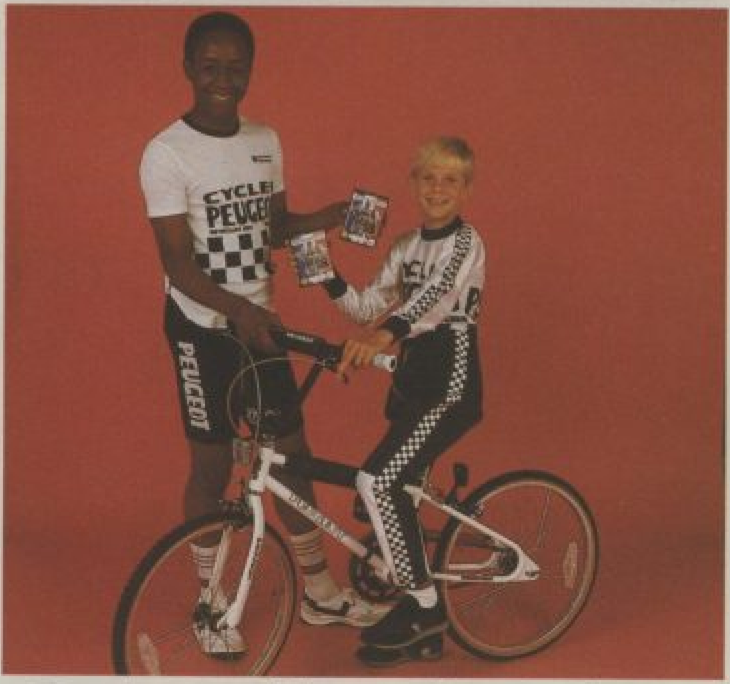
"WHAT!." Four pairs of eyes and a rather bright light turned my way...





SEE PAGE 70 FOR DEALERS

GET ON YER BIKE



Get on yer bike for another great Computer + Video Games competition based on the world's greatest bicycle race, the Tour de France.

Thanks to our friends at Activision and Peugeot our competition is a tour de force.

THREE first prize winners will receive a fantastic Peugeot BMX bike plus a copy of Activision's *Tour de France* sports simulation game for the Commodore 64.

50 runners-up will receive a copy of the game, which was developed in close consultation with the race's controlling body, the Society of the Tour de France.

All you have to do to enter the competition is answer the three questions printed below.

1) In what year was the first Tour de France held?

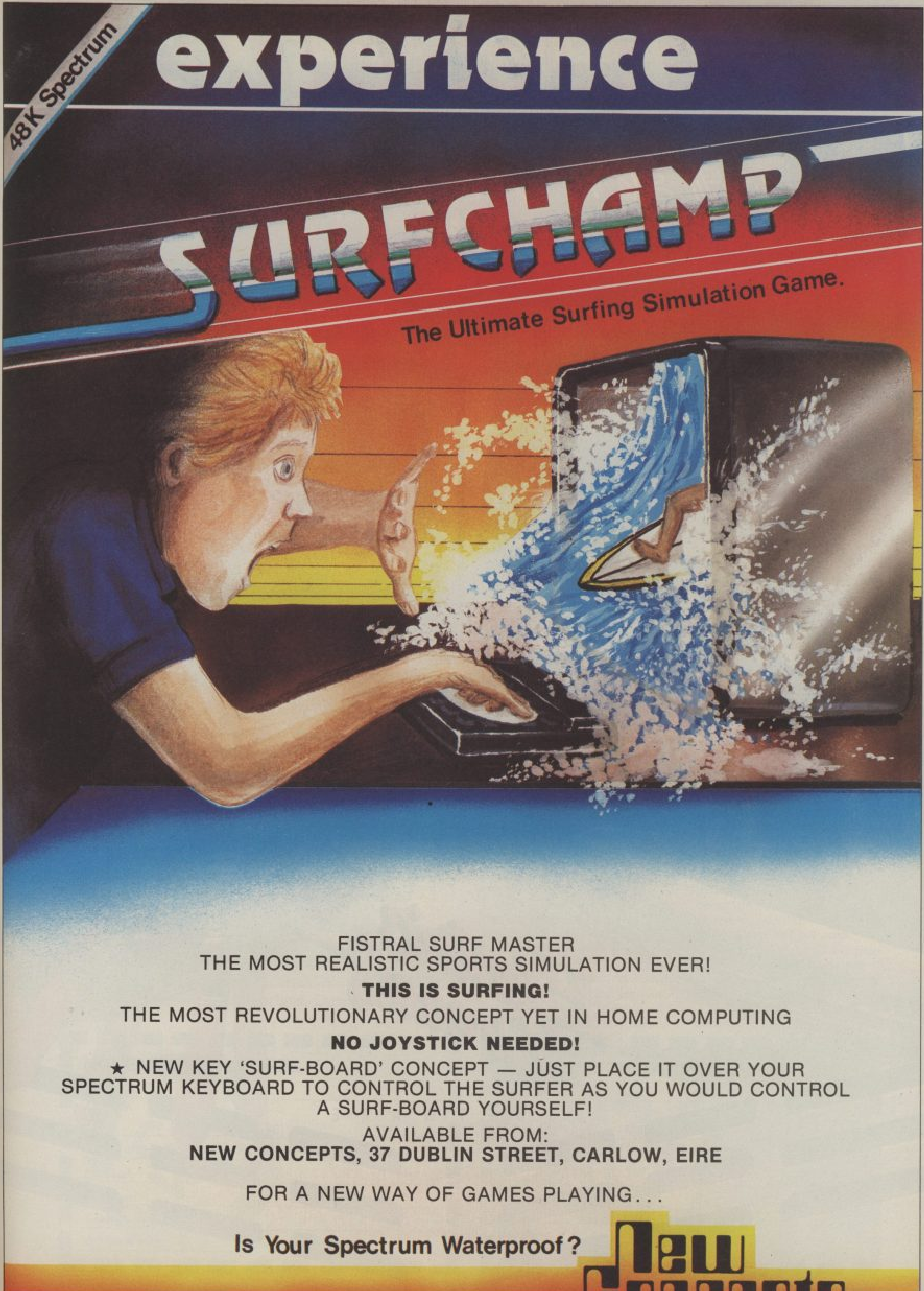
2) What title is given to the rider who is most successful in the mountain sections of the Tour de France?

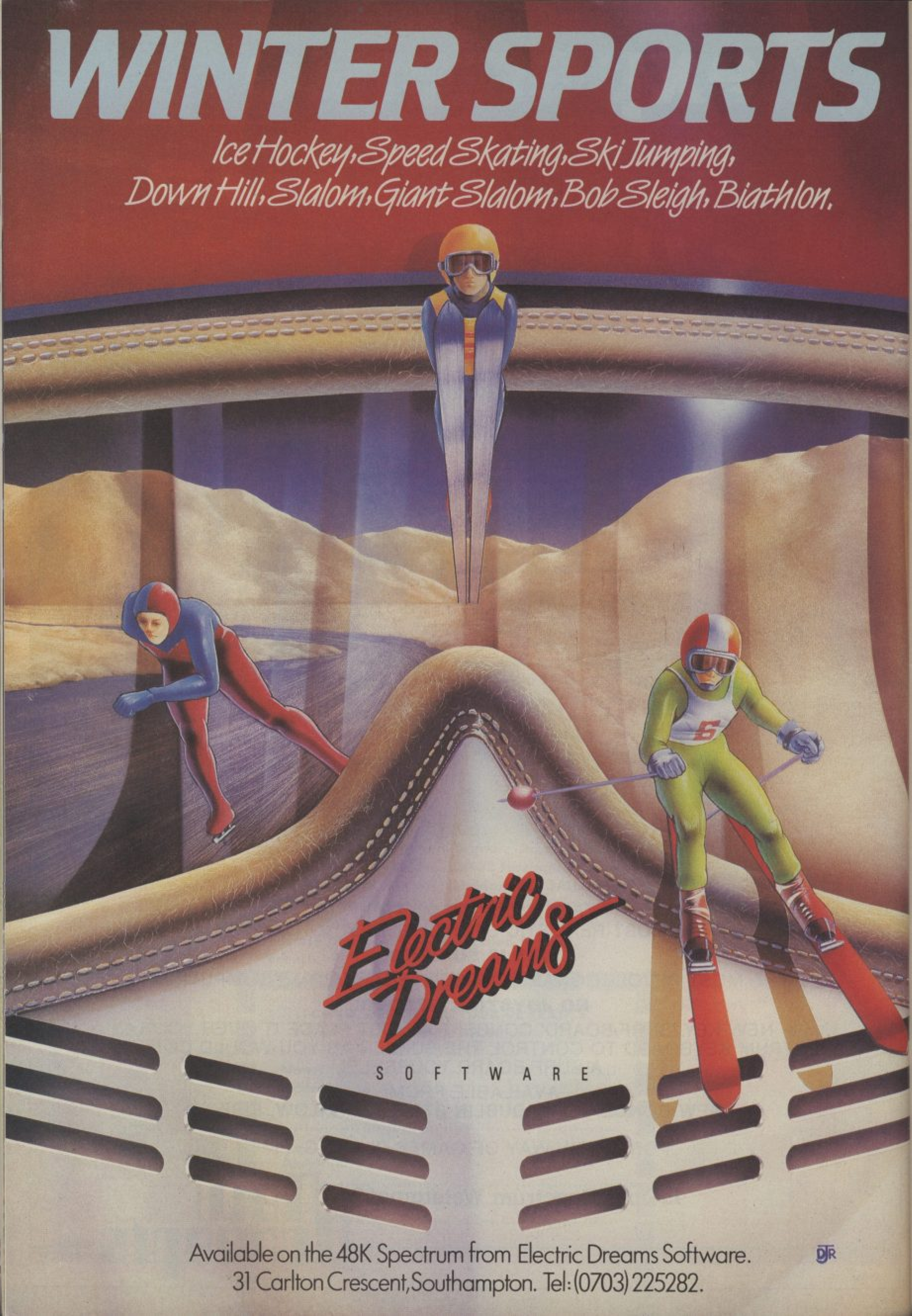
3) What colour jersey is worn by the race leader?

Send your answers, with the printed coupon, to Tour de France Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1 3AU. Closing date is November 16th and the editor's decision is final.

C+VG/ACTIVISION/TOUR DE FRANCE COMPETITION

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Answers:
1...
2...
3...


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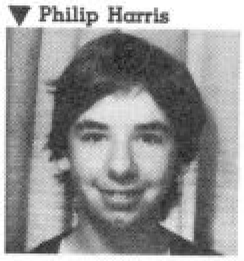
HALL OF FAME

HI-SCORES

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1 **Steven Mitchell,** Buckie, Banffshire — **4,506,475**
2 **Philip Harris,** Banbury, Oxon — **4,049,750**
3 **Seddon Acaster,** East Grinstead, Sussex — **3,120,500**
4 **Smari Einarsson,** Reykjavik, Iceland — **2,667,375**
5 **Paul White,** Wirral, Merseyside — **1,432,475**

▼ Philip Harris



▼ Fraser Jamieson



▼ Seddon Acaster



DALEY THOMPSON'S DECATHLON

1 **Jason Clew,** Chandlers Ford, Hants — **1,191,092**
2 **Ricky Cowlard,** Dunstable, Beds — **699,639**
3 **Roger Jones,** Farnham, Surrey — **473,315**
4 **Steven Leeman,** Portadown, Northern Ireland — **177,352**
5 **Lee Trout,** Cossall, Nottingham — **171,706**

3D STARSTRIKE

1 **Peter Wilson,** Londonderry, Northern Ireland — **7,504,800**
2 **Stephen Thomas,** Didcot, Oxon — **7,462,100**

KONG STRIKES BACK

1 **Fraser Jamieson,** Locharbriggs, Dumfries — **377,760**

NOVEMBER HI-SCORES

Name:
Address:

Name of game:
I scored:
Machine:
T-shirt size (S,M,L):
Witnessed by:

HOTSHOTS

They came to the mystic City, two mighty warriors well skilled in the arcane secrets of the martial arts.

Both were intent on winning a prize beyond money, a prize which would bring both pride and honour.

And so they met in a deadly duel at the fabled fortress of Farringdon, home of *Computer + Video Games,* to win the title of August Hot Shot of the Month on *The Way of the Exploding Fist.*

The warriors were dynamite **Daniel Gilbert,** 16, of Heathfield, East Sussex, already with a record 3,064,000 points to his credit, and mighty **Matthew Stunt,** 15, of Hemel Hempstead, Herts, with a high score of 1,126,700.

The atmosphere was electric as the titans met at the computer to battle through five 10 minute bouts each.

Would Deadly Dan become Desperate Dan under the pressure? Would mighty Mat have the rug pulled from under him? Only time would tell.

Daniel was first to the joystick and scored a very respectable 103,100. Matthew, forsaking the joystick to use the keyboard, could only respond with 42,300. Big fight nerves seemed to be affecting Matthew more than Daniel.

Round two: Daniel, confident and assured, smashed his way to another sizzling score, 108,900. Matthew could only respond with 65,200.

Round three: Was Daniel slipping? His score was down to 91,800. But Matthew was unable to take advantage, scoring only 63,700.

Round four: Daniel, let off the hook, recovered to knotch up 116,900. Matthew managed just 45,200.

Round five: Daniel slumped to a low of just 58,000. But it was too late for Matthew to win even though he took the last round with a fine 75,400.

And so Daniel took the title of August Hot Shot of the Month. Both the victor and vanquished received a package of Commodore games and a bag of *C+VG* goodies.

Daniel later admitted to being "very nervous" before the contest but put his success down to lots of practice and "a reliable method of play".

The Hot Shot game for December is *Monty on the Run* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even *C+VG* gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

NOVEMBER HI-SCORES

Name:
Address:

My score on MONTY ON THE RUN was:

Date:

Witnessed by:

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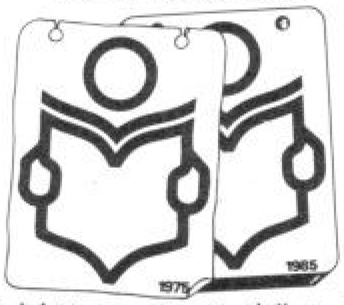
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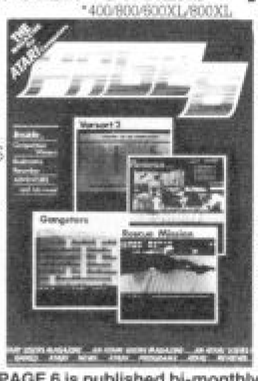
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Zorro®



ZORRO'S QUESTIONS

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3. Where did Zorro's adventures take place? Spain, America or Mexico?

C+VG/DATASOFT/ZORRO COMPETITION

My answers are:

1 ____________________

2 ____________________

3 ____________________

Name ____________________

Address____________________

Computer owned: C64 ☐ Atari ☐ Format wanted: Disc ☐ Cassette ☐ (tick box)

Heroes come and heroes go — but Zorro goes on forever! This masked and caped crusader has been around since 1946 in comic book form — and has been featured in movies and TV series and animated cartoons ever since.

If you've never ever come across him before, Zorro is a sort of cross between Robin Hood and the Lone Ranger. He rushes around righting wrongs and saving damsels in distress in the good old Wild West.

His trade mark is a deadly rapier which he uses to slash great big Z's everywhere, just to show he's been around. Makes a terrible mess of the furniture I can tell you!

You've probably seen those flickery black and white TV adventures on Saturday mornings, or maybe even seen the new cartoon adventures of our hero. What you haven't seen is the brand new Datasoft game for the C64 and Atari. And we've got 50 of these new adventures of Zorro to give away to those of you who can answer our simple Zorro quiz!

Once you've worked out the questions, fill in the form and rush it to Computer and Video Games, Zorro Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to tell us which computer you own.

Closing date for the competition is November 16th, *C+VG* competition rules apply and the Editor's decision is final.

And please enter quickly — old Zed is making a terrible mess of the office furniture... Rrippp! There he goes again!

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C+VG

ADVENTURE

MAILBAG

Dear Keith,
Contrapositive! Contrapositive? Produced or characterised by a type of mode of conversion in which from a given proposition we infer another, having the contradictory meaning of the original predicate of the subject. So says my dictionary!

Yes, you've probably guessed it — I'm currently playing **Ghost Town** on my Beeb! My hypothesis is therefore that by inverting the proposition of the ghostly voice I WILL collect $200! But it seems that right now I can't do either!

Scott Adams' **Ghost Town** is very, very good indeed, more than living up to your old review which I dug out and re-read before buying it!

Playing at 1.30 yesterday morning I finally worked out how to break into the jail and, in a further fit of brilliance, made some gunpowder. The main problem remains shoeing the blasted horse.

Armed with gunpowder I've been trying to blow open the safe without success, and being particularly evil, I've also been igniting it under the horse in an attempt to shock him into movement!

I am thinking that it would be a very good idea if you included a separate letters page for the Helpline, in view of how many people are writing about adventures in general and not just their problems. Might be useful to give space for people to air their opinions, give praise, suggestions or hurl a few brickbats. What do you think?
John English
Northfield,
Birmingham

Keith replies: A few brickbats coming right up! We are planning to have a regular page devoted to readers letters and adventure news from now on, John! Next month, with another Book of Adventure, we hope to include a double page. By the way, you'll soon be in trouble over your treatment of that horse – read on ...

Dear Keith,
I'm afraid most of this letter will be devoted to grumbles. I won't sign myself "Disgusted of Poole" though I am sorely tempted to do so.

First grumble: I see you made great play of the fact that 8th Day Software couldn't spell BROOCH. I find spelling errors annoying myself, but why pick on this small firm? My copy of **Sherlock** (CBM64) not only includes a GRAMAPHONE in one location, but Melbourne House has used this very screen as an illustration on the box as if they were proud of it. I have yet to see a reviewer refuse to review **Sherlock!** Fair's fair! **Cuddles** costs £2.50, **Sherlock** £14.95. Nuff said.

Second grumble: What is this rubbish I see on page 11 of the July issue? I always knew most computer games mags were aimed squarely at silly little boys, but I thought your adventure section was different.

Adventures are played by many adults, and many females who, like me, prefer to flex their brains rather than their fingers. The term master adventurer will now have a new significance when used in **C+VG.** Shame on you for being so sexist!

Third Grumble: I must confess I find the **C+VG Adventure Club** offers very poor value to anyone who isn't thrilled by a tacky plastic badge. The news sheets seem concerned with not very special special offers. Also a couple of hours per week for the Helpline phone-in seems derisory. And any caller has to waste money hanging on to the switchboard.

It's OK if you live locally, but not even cheap rate time for members who live further afield.

Fourth Grumble: I would not have brought this up at all for fear of seeming ultra-squeamish but a friend of mine was so disgusted he refuses to buy **C+VG** any more, so I was not the only one who found your review of **Gremlins** sick. I don't think there is anything funny in the idea of a frog being caught in a mower. Gremlins are imaginary creatures and frogs are not. In case you think I am a hypocrite I must add that I am a vegetarian, so I practice what I preach.

After this catalogue of complaints I must close with a thank-you. I wrote to you as I was stuck in **Hulk**, and you kindly supplied the info to allow me to finish the game.

After your kind assistance you may think it ungrateful of me to write with grumbles, but unless your readership give you their honest opinions, nothing can ever be changed for the better.
Margaret Griffiths,
Poole,
Dorset.

Keith replies: Phew! Inside-back-cover for Keith when Tim reads this letter! Here, briefly, are my observations.
Grumble One: BROOCH had to be spelled incorrectly BY the player as a command in order to progress in the game. Sherlock had much more pre-publicity and was a full price game and therefore demanded a review, in which I made some other fundamental criticisms.
Grumble Two: Firstly, I would strongly deny that the young men who read C+VG are "silly" – typically they are of high intelligence and are well educated. I reach this conclusion from the hundreds of letters I and the C+VG team read each month. Some of them are quite big, too, judging by the size of the t-shirts they try to cadge!

Going back to the July issue, it would seem pretty silly to have adults putting themselves in the position of Adrian Mole (aged 13 and ¾) to test how realistic the game is, wouldn't it? Read all about it next month!
Grumble Three: I accept the problem of phoning in from long distnce, which is why we settled on an afternoon, when calls are a little cheaper than in the morning. Unfortunately, an evening phone-in would require special arrangements for manning the switchboard and for office security, not to mention the hard-pressed editorial staff.

Dear *C+VG*,
To the discerning readers of the world's greatest adventure magazine. Are you always killed by everything? Are you always trapped everywhere, never able to get past the serpent, door, etc? Can't find anything — ever?

Take heart, buy **Red Moon**, you may never beat it but you can roam endlessly, learning how to laugh at problems causing insanity in ordinary games!

Equally triffic is **Erik the Viking.** Repair the boat and sail, and you can roam the North Sea pillaging and plundering forever. You may never rescue your family, but you need never be stuck in the same place twice!

I speak as one who can't get Graunch to speak in **Return to Eden**, can't get off the beach in **Emerald Isle**, impotently face the man-eating plant in **Mordon's Quest**, can't pass the crocodile in **Jewels of Babylon** or the scaly thing in **Message from Andromeda**, and can't kill the pirate in **Heroes of Karn.**

KEITH: Here's a clue, just for you. Blow your troubles away. Now you'll have to work out which of those adventures it applies to!



C+VG

ADVENTURE HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. Using his vast database and his IDEAs Corp mainframe Keith supplies adventure addicts with instant cures for insomnia and other related diseases. Here is the latest print-out from the top floor . . .

GIVE US A CLUE

Clues on Adventure problems make interesting reading, I suspect, even to people who haven't played the game in question.

There is something intriguing in a clue which says something like: "Operate the gold machine by turning the dial to take you back in time. A push in the right direction first will make life easier . . ."

It's almost enough to tempt someone to buy the game, compared with clues on 'arcade adventures' where the answers will probably be a list of which keys to press, and how to move from screen to screen.

The **Adventure Helpline** isn't really designed to cover this sort of game, for such solutions don't lend themselves to guarded or cryptic hints, they are lengthy to explain and difficult to classify.

For the subject of what constitutes an adventure game, Kerry Savage of Beaconsfield feels that: "Games like **Castle Quest** and **Wizardore** should be termed Graphic Quests."

Although they involve solving problems, they do not contain text, and are about as akin to adventures as games such as **Sabre Wulf**, says Kerry.

Sean Kenny of Bridlington points out that I was wrong in stating that **Pirate Adventure** was available for the Spectrum, and asks when it will be. The version was advertised well over a year ago.

I spoke to Adventure International recently and they were not sure if the early games in the Scott Adams series would undergo further conversions, they seem to feel that many people now consider them outdated.

This is a great pity, for they are still a lot better than many current releases — and the logic in the problems is second to none!

On a lighter note, Adam writes from Watford with a hitherto undocumented **Hobbit** bug . . . "I have found a small bug in **The Hobbit.** At the beginning, if you type: **SMASH CHEST**, it says: **WITH ONE WELL PLACED BLOW YOU CLEAVE ITS SKULL. THE CHEST IS DEAD.** Yeah! Pretty useful information, eh guys!

For another laugh, try **DIE** in **Spiderman**, and **DRINK WINE** in **Hobbit**, says Justin Brown of Bicester.

Continuing with our series of worthless clues, here are two of the best this month, sent in by John McConnachie of Argyll: To start **Gremlins** type **LOAD.** To stop **Sherlock** type **QUIT!??**

PI-DAY — THE DAY AFTER!

The two ladies who were at the correct location to collect the **Pimania** were by no means the only people getting soaking wet in their quest for the Golden Sundial on 22nd July.

One reader wrote from Telford the day before to say he was heading for Stonehenge. "I think I've solved it!" he exclaimed, tieing in the fact that Stonehenge is a giant sundial, with pillars in the shape of giant **'PIs'.** "Please keep my name out of it — unless I'm right of course."

John Davidson of Gosport wrote after the event, thoroughly disappointed and soaked to the skin. He had been to the Westbury White Horse, and was not alone. There he met someone from Essex, and heard of a boy and a girl who has also been at the location earlier but had left. "Noon came and went, nothing happened, and we went our separate ways." Disappointing indeed!

Another reader who made the annual pilgrimage was Mr Willis of Nottingham. He went to a white horse at Pusey, and was absolutely convinced that he had the right place when he saw it. There was even a white gate he had to enter, shaped as a Pi. He became quite excited when he saw the site, as everything seemed to fit. Well, almost . . . !

The last word on **Pimania** from our famous original loony Pimaniac, John Yeates. John lives in Jersey, you will remember, and he received the news during one of his more serious moments.

"Those who knew of the existence of the Hindover Hill horse would have had a head start," he said, "but it would have been unheard of by non-English players."

I suspect that the horse in question is unknown by most English players as well. But would knowledge of it have given anyone a head start?

HELP!

Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The Adventure Helpline (tm) is a service provided by the IDEAs Corp.

HELLO SAILOR!

One of my favourite occupations is to grab a pile of your letters, catch a mid-evening train home from London when the rush has subsided and find a seat strategically situated near the buffet car.

Feeling a bit peckish I arm myself with a British Rail pork pie and lashings of mustard, and enhance this feast with its perfect complement — a bottle of best train wine.

I am now ready to settle down and open the mail. As the wine and pie disappear, so the letters grow more amusing, and all too soon I realise that British Rail are quite right — we are getting there! It is the quickest way of passing the journey that I have discovered!

After a few of these journeys, enormous piles of used envelopes started to make going North, South, East or West around my house a very tricky manoeuvre. So my wife began to tear off the stamps, put them into carrier bags and dispose of the remaining.

The solution was only temporary, for before long the carrier bags, too, became a hazard and so we started looking around for someone to take them off our hands.

There are a number of charities that can turn used stamps into cash by selling them to dealers for export as foreign stamps. So we recently passed on some two or three thousand of your old stamps to **RNLI** — surely the favourite charity of **Zork** players?

STRANGLED SCREAMS

Some people have difficulty getting into the palace in **Zim Sala Bim**, but not John Kulyk of Prestwich. He can't get out, nor can he get the harp out of the sack in the Arthurian adventure in **Eureka.**

S.J. Birch badly wants a bone for his dog but cannot pick it up. Does he need gloves for the job? And how does he get through the locked door in **Greedy Dwarf?**

NUDGE NUDGE!

Warning: Turning the page upside down may damage your game! With help this month from Alf Baldwin of Tuffley; L. Jones of Myatt's Field, London; Andy Li of Pontypridd; John English of Birmingham; Reiner Wald of Bonn; Rainer Fuchs of Frankfurt; Matthew Read of Yardley, B'ham and Ellen Budden of Woomer.

ADVENTURE CLUES



MORDON'S QUEST:
An unsuccessful climb will provide the means to penetrate the mists!

EUREKA ARTHURIAN:
You don't get past the robbers at all!

EUREKA GERMAN:
To cross the minefield, use your bayonet between each movement.

CASTLE OF TERROR:
Have the flint, unlight the candle, depress skull and take the book. To get out, light candle, examine bookcase and return book to shelf.

MYSTERY OF MUNROE MANOR:
Inspect the statue closely, it has a slot — and you should have a coin . . .

VALKYRIE 17:
To get through the steel door, kill the guard on the landing and get the pass. Insert it in door and say DRAKENFIELD.

TIR NA NOG:
To get out of the library, carry a picture. Time your exit carefully, there is a Sidhe about!

EYE OF BAIN:
Firing a ruby will release the beast in you!

ISLAND OF XAAN:
The tower door requires a password. The name is that of a Dynasty, and is written clear on the object of your wishes.

ZIM SALA BIM:
To avoid the guard's attentions wear a uniform!

ESCAPE FROM PULSAR 7:
Fix the screwdriver blade with the reactor room wood and use it to stop the clips retaining.

SPHINX:
To pass through the iron maze take the following route, starting in the red room: E, D, E, D, D, U. To return from the hill: S, N, N, E, U, N.

SAVAGE ISLAND PART 1:
So you think you can't save the game during the hurricane? Try a magic word!

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C+VG

ADVENTURE

REVIEWS/1

The Rats

The Rats is a game based on the book by James Herbert, in which giant killer rats threaten London.

The book isn't supplied with the game. And although the background of the story might make the game more enjoyable, having read it beforehand I can assure you that it is not essential.

Play alternates between strategy sessions and adventure "interludes", the objective is to organise your strategy in such a way that the Research and Development establishment comes up with superweapons capable of destroying the rat population.

In the adventure episodes you take the part of various characters in the story.

The greater area of the screen comprises a text window, to the left of which is a vertical column. Below these runs a strip offering a choice of COMMAND, INVENTORY, or REDESCRIBE.

The mini adventure starts off by telling you where you are and what objects can be seen. By moving a highlighting cursor you can select one of the three options. The most frequently used option, of course, is COMMAND, which causes a list of verbs to be displayed in the column to the left of the text window. Only verbs which can currently be used appear in the list.

Next the cursor must be moved over the verb required and selected by pressing the fire button. Options for the next command word will be displayed following this. In other words, the game is controlled by text icons, either through the keyboard or joystick. Thus a command sentence is built up by selecting a combination from the lists.

To a certain extent you are playing blind. Supposing you had selected OPEN from the verb list — you would not know what things could be opened until after committing yourself to the verb, but then you would know exactly what was openable.

This is a novel way of entering commands in an adventure but gives the feeling that the options are more limited than in a conventional adventure and that you are being led by the hand.

A mini adventure may end in success or failure, (usually a grizzly death being chewed to pieces by rats) and although the outcome affects the progress in the overall strategy, it is not fatal to the game as a whole.

The adventures, played in real time, rely on strategy in dealing with an urgent situation rather than solving problems. During play, parts of the text window are overlaid with graphics, to the accompaniment of sound. These depict attacks by the rats, and their horror-stricken victims.

Even successful strategies in the adventures can lead to failure as there is a random element built in, and sometimes the rats are just too powerful, whatever action the player takes.

Between the adventures come the 'real' strategy parts of the game, during which the player can allocate his research resources to different aspects dealing with the menace, and as more information becomes available, deploy and equip his forces to defend the population and eventually annihilate the deadly creatures.

The strategy must be directed at containing the rats in the London area, for once they get out into the country at large the game is lost.

As with the adventure sections, the strategies are executed by moving the highlighting cursor.

The presentation of graphics and sound effects was rather disappointing as the semi-animated pictures didn't come up to the standard I had expected of the C64 version. I felt there was scope for them to have been far more dramatic.

The text, white on grey, called for a lot of fiddling with the colour, brightness and contrast on the TV set before it became easily legible. Even then it lacked enough contrast to make a comfortable read.

My other criticism is that once ended, no option for replay is given, and a complete reload is required, as the computer is left locked solid and has to be turned off before it is any further use.

It takes a little experimentation and practice to get the hang of playing the game, and to understand what is going on.

The Rats is a novel and entertaining game, and should be enjoyed by those to whom the format I have described appeals. On the other hand, I would not recommend it to someone looking for a mainstream adventure.

The Rats is published by Hodder and Stoughton and is available for the 48k Spectrum and Commodore 64.

Keith Campbell

• Personal Rating: 6









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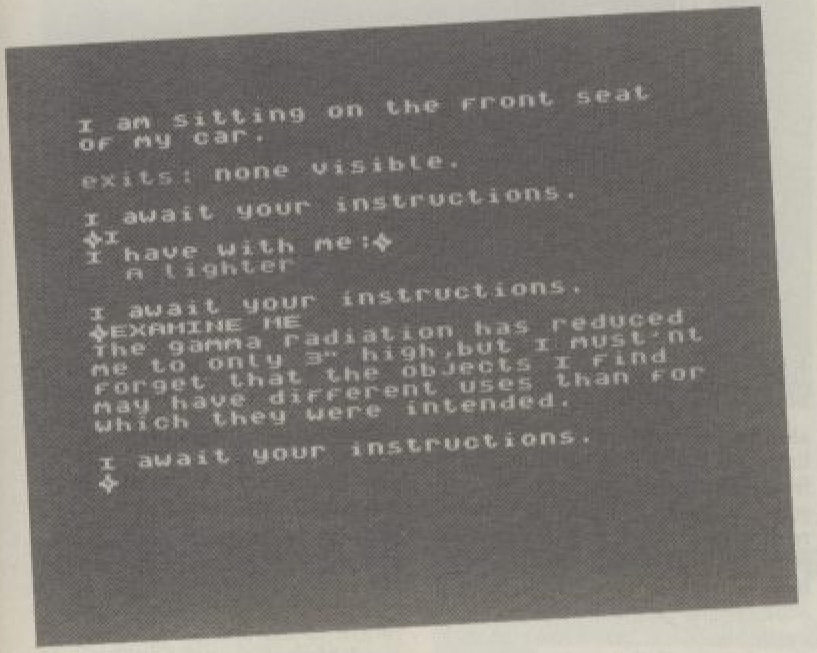
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C+VG ADVENTURE REVIEWS/2

PROJECT 'X': THE MICRO MAN



AT £2.99 **Project X** looks too good to be true. Not only is it good — it's great! The final screen of this adventure is a real killer. To keep a straight face when you see it for the first time, you would need to be suffering from rigor mortis!

The storyline tells that in an accident in your lab you suffer a large dose of radiation and, realising the danger, you jump into your car and race off for help. Unfortunately, as you are speeding along a large object decides to step out in front of you and in the resulting pile-up you black out.

On coming to, you find you have shrunk to about one inch in eight and you are on what seems to be a giant's car seat. You try to make your way to a friend's house hoping he may help or suggest a cure.

The game was written by **C+VG** reader Tim Kemp using the ***Quill*** and ***Illustrator***, but as seems to have become customary now, the screen format has been changed and machine code sound effects have been added.

Thirty or so of the illustrations have been given graphics, and are some of the best I've seen using this method.

There is a new feature that I really like: STORE and RECALL. this enables the same position to be stored in memory and recalled at any time — so you can get back from a fatal move without all that mucking about with tapes.

While playing the game, it is vital to examaine all the objects mentioned in the location text and to try all the possible exits. But seasoned adventurers do that as a matter of course anyway — don't we?

Having said that, there is one point that lets the game down slightly. After carrying out an action, the location description is not always redisplayed. This means that it is possible to miss an object that might have appeared as a result of that action — easy enough if you rush off before typing LOOK.

Project X - Micro Man is a game I can recommend to all, and a must at just £2.99. It's for the 48k Spectrum — with versions due for the Amstrad and DBM464 — and is available by mail order from Compass Software, 63 Cozens Road, Norwich, Norfolk NR1 1JP.

Paul Coppins

● Personal Rating: 7

A TANGLED WEB

If you have a spare 99p in the back pocket of your jeans, and are getting desperate for a new adventuer, then these games from Pocket Money Software may be worth a look.

This was meant to be a combined review of two titles in the series, but **Crystal Quest** — which looked the more interesting — refused to load, so I was left with **A Tangled Tale.**

The cassette inlay explains that you can use commands such as N, SE, U and D. The slight snag is that the compass directions aren't actually recognised and you have to use **LEFT** and **RIGHT** to move around. There isn't even a **FORWARD!**

The game is based on Lewis Carroll characters and is written on the **Quill**, with some large block graphics. The total number of locations looks to be about 30, which makes the game seem pretty simple. The idea is to untie all the knots in a piece of string by answering various puzzles of the sort you would find on the back of a comic anhual.

Each person: Humpty Dumptyu, The Mad Hatter, White Rabbit, Caterpillar and the White Knight needs to be given a password before you can move to the next stage. After each password has been found you progress to two more riddles, each untying one knot.

Depending on your train of thought, you will either find the riddles very easy or nearly impossible!

Many people will probably say: "What do you expect for 99p?" But no matter how cheap a game is, it must hold some interest. This really isn't an adventure.

Jim Douglas

● Personal Rating: 2

THE AVAUNTING

It is unusual to come across a text adventure with very short descriptions these days, and many critics decry abupt text. That is no reason to condemn an adventure, providing the problems are well thought out and integrated.

There is also a positive advantage in short text, since on retracing your footsteps, there is no need to wade through masses of text to make sure that nothing has changed since you were last there!

The Avaunting is just such a game. It is available for the BBC B and Amstrad CPC464. The BBC version I played had an easy to read split screen layout and a crisp response. Thanks to the effective use of colour and text layout, it is possible to see at a glance where you are and what is happening with very little effort or eye strain.

Starting off in the company of a frog at the village pond, your first task is to find the book that contains the secret to killing Grotty Betty, a local witch of ill repute.

This turns out to involve the use of "segments", thirteen of which must be assembled and . . . I'll leave you to read the book and find out!

Locations abound in the game and it is very difficult at first to run out of new places to go.

The problems build up as more and more objects are discovered and you find you can carry only four at a time! It is therefore a matter of listing them and then trying to decide which may be used where and how, to help you find the segments.

There are a couple of things about the game that niggled a bit. There are a few locations which are lethal to enter, but give no prior hint or warning. The lack of an **EXAMINE** command always leaves me slightly dissatisfied. And there seems to be a bit of a multiple-digging bug up there in the allotment. Other than that, not bad!

The Avaunting is from Ixion Softare, who promise 50% of the profits to Ethiopia. Some of your money will be going to a very good cause so there's an added incentive to buy it!

Keith Campbell

● Personal Rating: 7

REVIEWS/3

ROBIN OF SHERWOOD

As the Outlaw of Sherwood Forest your task is to find the six touchstones of Rhiannon and return them to the stone circle they should be in. No problem, as long as you stay alive — and that's not easy as practically every location which isn't a tree is booby trapped.

This graphic adventure moves satisfyingly quickly — from one death to the next in my case — only slowing up in the forest. It's crucial to map the forest as one big vegetable looks very much like another; it is possible to bash into the edge of the forest repeatedly before it finally twigging that you have been in the same place for the last ten key presses, and that the forest can only be left through proper exits.

Once a way has been found to an interesting location, save the game. The chances are that sudden death will follow a wrong decision and send you back to the beginning of the game — an exceedingly boring dungeon from which there is only one escape routine. The other locations are more interesting, castles, courtyards and caves with objects to find and hidden places to explore.

The adventure includes short re-runs of Robin's most famous legends including the treacherous archery contest set up by the Sheriff of Nottingham to trap him and the fight with Little John. Unfortunately, neither of these events seem as romantic or exciting as the stories. Maybe that's to do with trying to fit complicated scenes into a few words and a small illustration.

The programmers, Mike Woodroffe and Brian Howarth, have gone to some length with subtle detail where they can. The waterfall is animated (try going under it for a surprise)



and Siward the Thief is so light fingered that he steals not only from the Sheriff, but also from you. It's a fair bet that you won't realise how much he's taken until you try to bribe someone and find your slush fund is all gone.

There's a free hint sheet available. It's a good idea to get it and to read the instruction sheet carefully as the game is very particular about input.

Remember to talk to every character in the game. Of course, stopping to talk to a bunch of furious guards is a good way to get killed, but with everyone else it's worth a try. Not that all of them say anything very interesting, especially the downright boring Herne the Hunter, who looks impressive with his stag's head and robes, but never says much more than repeating his prophesy about the return of the stones. Cheeky maid Marion is more fun!

Robin of Sherwood is a competent and clean adventure game.

Denise Shemuel

● Personal Rating: 8

TIME SEARCH

After playing **Time Search** for a short while, I became thoroughly bored and amazed that games like this are actually produced. It is a text adventure with an inane line in replies. The objective — should you care to know — is to find a time machine.

Starting off outside your own front door, after a lengthy and clumsy loading routine that demands a reload of data should you need to restart, GO IN elicits the reply THAT MAKES NO SENSE. Open front door — WHAT DO YOU MEAN BY THAT?

In the pub you can get a tankard of beer but you must drink the tankard because the program cannot see the beer. GULP! CRUNCH!

Up the road, you find one of those long obsolete outdoor cigarette machines and, should you be sharp enough to think of inserting a coin, the machine magically swings away to reveal a hidden exit.

The adventure map is a nightmare, with logical exits blocked for no apparent reason. For example, it seems you can move around inside the pub only in a certain direction, and you can't seem to go back and forth from one bar to another.

Personally I found **Time Search** so poor that to describe it as mediocre would be to overrate it. It failed to hold my interest at all.

Keith Campbell

● Personal Rating: 2

BOOKS

WRITING ADVENTURE GAMES ON THE AMSTRAD CPC464/CPC664

By Mike Lewis and Simon Price.

Melbourne House £6.95.

The objective of this adventure programming book is to teach the reader techniques to write games without the chore of coding a completed program each time around. It sets about this task by explaining and presenting **'AKS'** — what the authors call the Adventue Kernal System.

AKS is an adventure creating system in which the program — which is written in Basic — need not vary from game to game. Different plots and scenarios are supplied to it in the form of data.

However, rather than data being stored on and reloaded from a separate data tape, using this system, the data is actually typed into data statements within the program.

The inevitable debugging and modification following the initial implementation is made simpler as it is instantly readable and editable from within the program.

Before the details of the **AKS** itself there is a short background to adventure, followed by a general explanation on the structure of an adventure game and the handling of vocabulary. The vocabulary parsing method expounded makes interesting reading because the program is designed so that certain words are location specific. This avoids the need to scan the entire vocab in the game, thereby keeping the response times down to a minimum.

This means, of course, that a word necessary to overcome a particular problem in one location, may not be recognised in others, and leads to the reply **YOU CAN'T DO THAT, rather than I DON'T UNDERSTAND. The program only knows that it doesn't understand the word here, and not whether it might understand it elsewhere.**

The YOU CAN'T DO THAT reply is one that adventurers tend to find very frustrating and unhelpful. For speed, I would have preferred to have seen a machine code subroutine (entered in Basic) scanning the whole vocab and giving a more intelligent reply.

This is a very well planned and written professional approach to adventure game programming. It introduces such concepts as linked lists and text compression, so a potential reader will need to be computer literate.

A good knowledge of Basic is essential and familiarity with other aspects of computers and computing, such as knowledge of binary arithmetic.

If you are interested in writing an adventure game on your Amstrad then you will enjoy this book — and probably learn a great deal from it.

Keith Campbell

THE SECRET OF ST. BRIDE'S

St. Bride's is a real school for young ladies, says the prospectus. It is situated on the west coast of Ireland and offers short courses for women wishing to live the way a girl used to live at boarding school some 50 years ago.

That means wearing gymslips and if you're lucky you'll get a bottle of sarsparilla from the Tuck Shop and a chance to play the gramophone in the common room (providing you don't overwind it).

The Secret of St. Brides is an adventure game set in the infamous school. You play the part of Trixie Trinian and must unravel some strange goings on there.

Finish the game and send the **WORD** that ended it to St. Bride's and you'll receive a "genuine St. Bride's certificate of merit." Finding the hidden Amulet will win you a coveted A-level in Adventuring from the St. Bride's Examining Board.

After a warning about cribbing, you are up with the lark and probably disturb your dorm-mates Fiona and Cynthia.

Strange things are indeed afoot, since you soon discover that although the mistresses claim the year is 1931, everything else points to it being 1929. Other strange things are the north exits apparently going south and an adventure map so illogical in its directions that it is almost impossible to draw. Or is that a bug?

Some of the problems fit nicely in the historic setting — i.e. they are well-loved problems of yesteryear. The newspaper under the door gets you the key **(Asylum**and **Zork II)** and the elephant doesn't like mice **(Sphinx).**

What makes at least the key problem hard to crack is the wording: **USE NEWSPAPER** followed by **UNDER DOOR. USE PENCIL** and **ON KEY.** The solution is easy but you tend to have to grope endlessly for the right words — is that what adventure is all about?

The game is written using the **Quill** and **Illustrator.** The graphics are fairly mundane and slow to draw. There are a lot of variations of rooms and corridors with windows and doors, in what can only be described as "monochrome in colour".

Time and patience prevented me from getting very far, battling against words and a peculiar bug concerning relighting and retaking the lamp, which made me want to QUIT but I had, instead, to EXEAT. Rather a nice touch, I thought!

Lovely idea, not too sure about the game! **The Secret of St. Bride's** is available for the Spectrum and Commodore 64 from St. Bride's School, Burtonport, Co. Donegal, Ireland.

Keith Campbell

• **Personal Rating: 5**

ANTAGONISTS

Some games are good and others are well . . . just "others". **Antagonists** falls firmly into the camp of "others". I was amazed to find that this game had no loader, so when the header program loaded I had to type **RUN** to get it started! Programming like this always gives me a feeling of unease!

Once running, text scrolls up the screen. A few words describe the location and a line is devoted to the exits. The location descriptions lack any sense of atmosphere and, as far as I can tell, the game does not contain any prose likely to inspire the imagination of the player.

For example, the sort of conversation you have with the computer goes something like: "You're in a room. Exits North, South, East, West. You see a gold bar." EXAMINE GOLD BAR "It isn't here."

Although pages of text do not automatically make good adventure, I do feel an effort is needed in the direction of improving the contents of the text in many games, especially this one.

I did not play very far into the game, so I feel that it would be unfair for me to comment any further. I will not give a personal rating because I have not completed enough of the game — I was just too bored to continue!

Antagonists is from Addison Wesley for the 48k Spectrum.

Simon Marsh

COMPETITION

TAKE A TRIP TO ENTHAR SEVEN!

Here's your chance to win one of 10 copies of Robico's brilliant Beeb disc-based Adventure, **Enthar Seven!**

C+VG adventure reviewer Jim Douglas gave this game a personal rating of 10 last issue — the highest mark ever in these pages! He also said this: "BBC cassette owners — go out and buy a disk drive now. Disk drive owners go and buy the game!" High praise indeed.

And now, thanks to our mates at Robico, you can win a copy of this excellent game which normally sells for around £18!

All you have to do is answer the simple questions below, fill in the coupon and rush it to *Computer and Video Games*, Enthar Seven Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th. Normal *C+VG* competition rules apply and the Ed's decision is final.

What's more, Robico is offering a £2 discount exclusively for *C+VG* readers who don't fancy their chances in the competition. Yes, *C+VG* readers who order **Enthar Seven** direct from Robico will get a whole £2 off the game! All you have to do is cut out the STAR on the coupon and send it together with your cheque to Robico Software, 3 Fairland Close, Llantrisant, Mid-Glamorgan CF7 8QH and your game will be sent by return of post.

This text adventure normally costs £16.95 for the 80-track disc or £17.95 for the 40-track. But it's £2 less for *C+VG* readers. Aren't we good to you?

COMPETITION C+VG

THE QUESTIONS

1. Which planet is nearest the sun?
2. Name the author of *2001: A Space Odyssey*.
3. Who is first officer on the Starship Enterprise?

C+VG/ROBICO ENTHAR SEVEN COMPETITION

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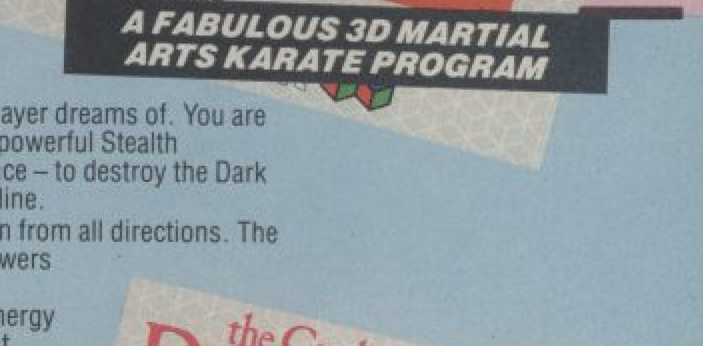
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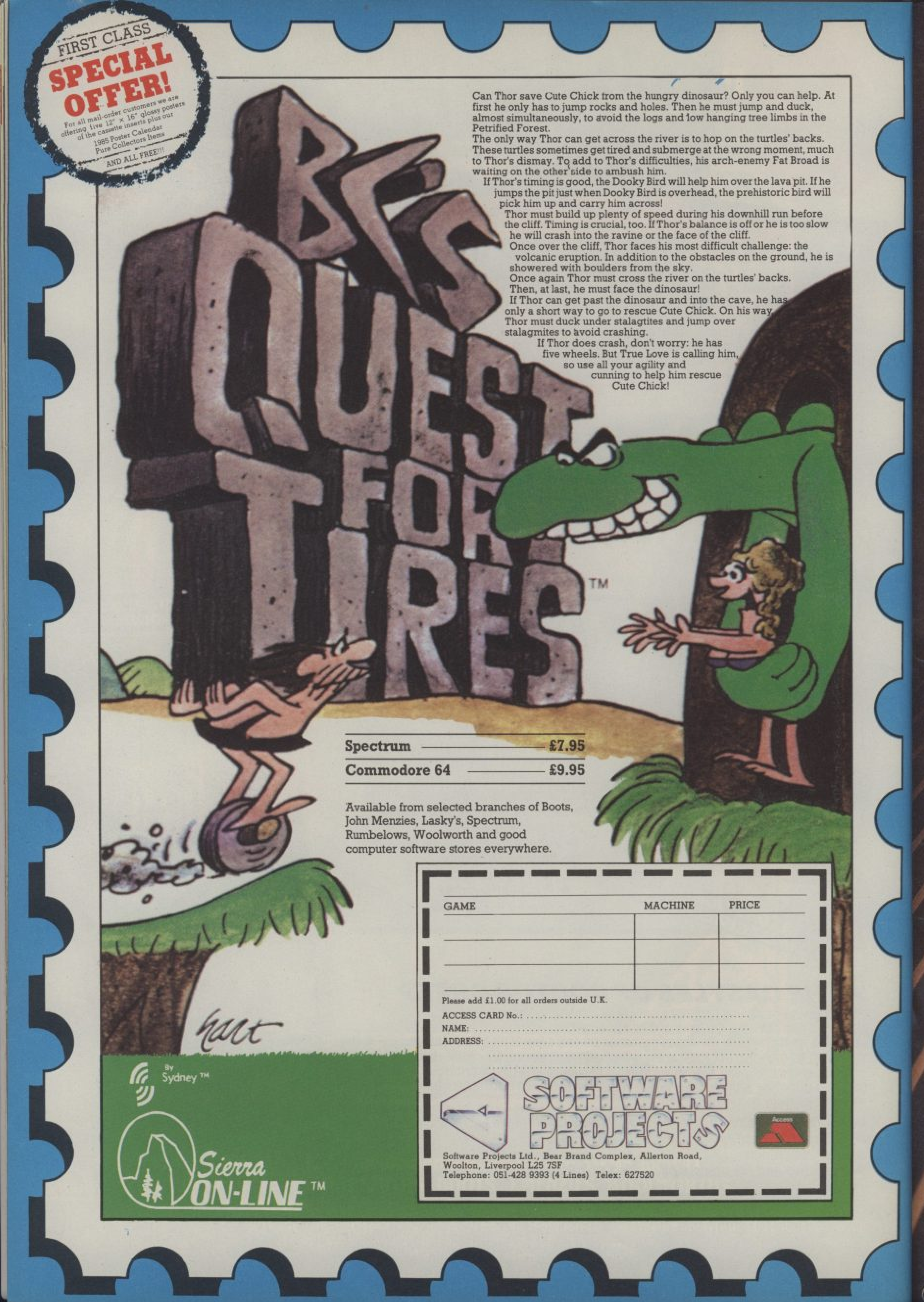
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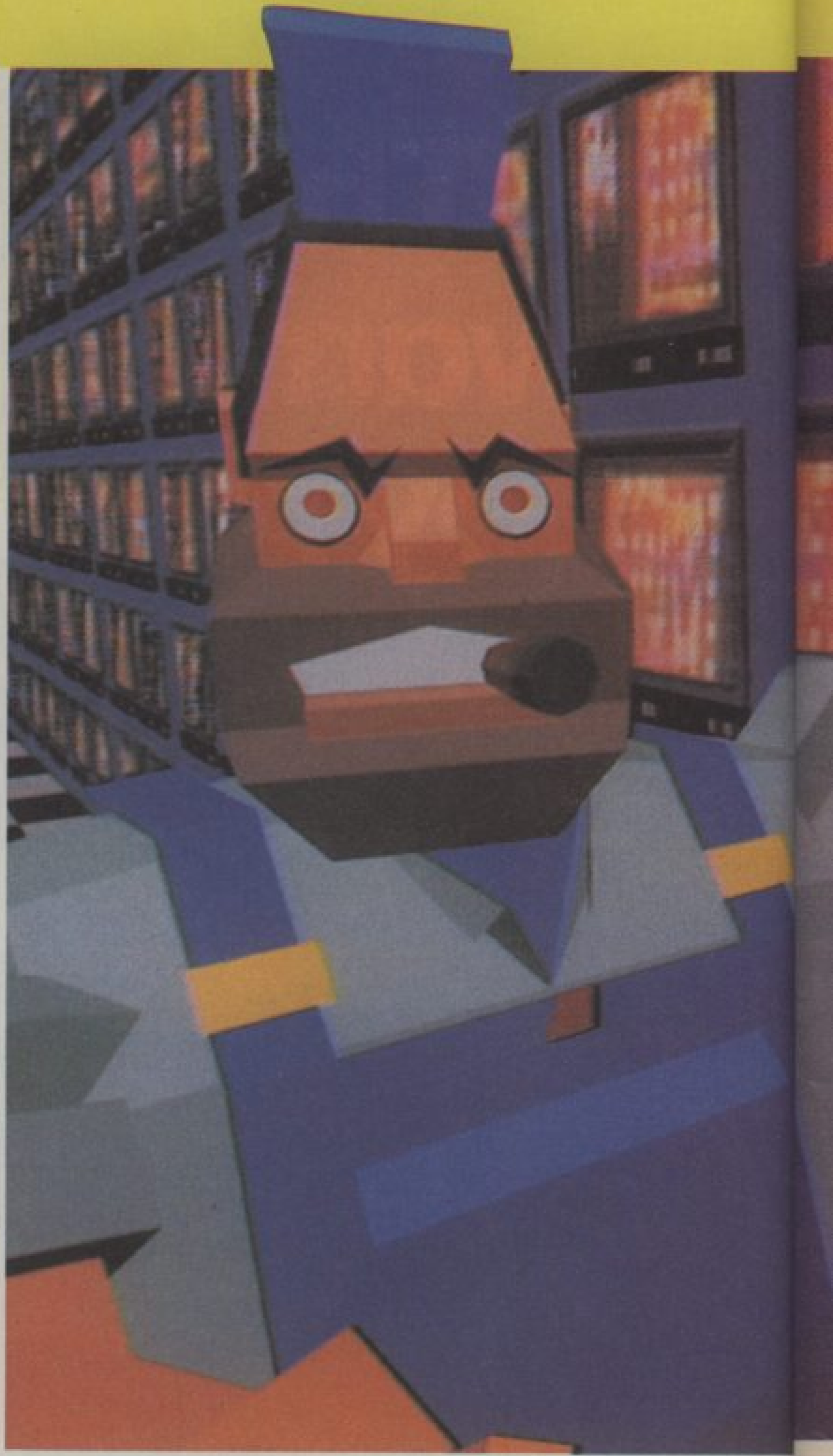

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The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay. To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him.
If Thor's timing is good, the Dooky Bird will help him over the lava pit. If he jumps the pit just when Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!
Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff.
Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.
Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur!
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VIDEO—TECH/1

Computers can do wonderful things – we all know that. But sometimes they do it so well that you don't realise that they were involved in the first place. Here we look at what you can do when you mix computers with video.

First up are the amazing computer generated graphics featured in the latest **Dire Straits** ***video. Then Marshal M. Rosenthal, our U.S. correspondent, tells us how computers are putting the colour back into Laurel and Hardy's cheeks!***



ROCK BAND'S VIDEO MAGIC!

Have you seen the latest *Dire Straits* video? Did you know that it features some of the most advanced computer graphics ever seen on the small screen – or the big one for that matter? Want to know how it was done? C+VG editor TIM METCALFE investigates.

Once upon a time the world's best known rock band, *Dire Straits,* were working on ideas for a video promo for their latest single *Money for Nothing.*

The song is all about someone watching pop stars on video and complaining how they don't really have to work for a living. Pop promo producer Steve Barron looked at the lyrics of the song and said: "Why not make the person complaining about the videos a video-creation himself?"

And so an idea was born. But how to put it into action? That's where the people at Rushes, a video production company in Old Compton Street, London, came in.

Steve knew that Rushes had a wonder-computer called the Bosh FGS 4000 which could produce some amazing computer graphics. But could it do the job for *Dire Straits?*

The man who drives the Bosh is Ian Pearson. "I said I didn't know. It had never been done before. Once Steve knew that he really wanted to do it!"

The Bosh FGS 4000 is a German machine made under licence in Salt Lake City U.S.A. It's dedicated to producing stunning computer graphics, but — until the *Straits* video came along — had only been used for adverts doing weird and wonderful things for adverts and TV company logos.

The joy of using this machine is that all the graphic capabilities are built into the hardware — you don't need to keep loading information into the machine. Unless you're doing something really complicated — like the *Dire Straits* animation!

For the most part the Bosh is menu driven. Ian simply calls up the various commands/controls he wants at a given time and the computer executes them.

The graphics can be treated in one of two ways. Either using the "mouse" like digitiser which is moved painstakingly over a one dimensional drawing or using a graphics programming language called ROL.

Read Only Language is a kind of special code which helps Ian get the Bosh to produce complicated graphics. "It's sort of a mass of x/y co-ordinates," he says. Ian and Gavin Blair used ROL to create the three minutes of animation included in the *Money for Nothing* video.

It took Ian and Gavin about four weeks — including several 24 hour stints — to complete the sequence.

Before Ian even sat down at the Bosh, a lot of planning had to be done. "Steve and I sat down and thrashed out what he wanted — literally putting ideas down on the back of cigarette packets!"

Steve acquired the services of illustrator Micky Finn who designed the characters of Sal and Harve.



Harve's the fat one who does all the moaning! Micky also worked on a storyboard for the video while Ian designed things like lampshades and the factory backgrounds to slot into the finished animated product at a later date.

Things like the lampshade can be stored away on hard disc to be used later. Ian has a library of hundreds of items which could be used in other graphic works of art. "But we don't really use them. People don't really want to use something that's already been seen."

Meanwhile back at the video Ian was having problems visualising Harve's face — and so a model had to be made which now occupies pride of place on the top of the Bosh's control panel.

"I just couldn't get a good idea from the drawings," said Ian, "So I needed the model just to give me a better idea."

Once the characters and the backgrounds had been worked out, director Adam Whittaker began his side of the operation. Selecting camera angles for the animation and fitting the live action in with the computer generated graphics.

The great thing about computer graphics is that once you've set up the basic "picture" you can play around with it. View it from any angle from the back or the front, top or bottom. Even turn it inside out if you want!

And, unlike live action, you don't have to move cameras around in between shots. And you get perfect continuity at all times.

Once Adam had done his bit Ian and Gavin set about animating the sequence, two frames at a time. Meanwhile the live bits of *Dire Straits* were getting the Quantel Paintbox treatment in the room behind the Bosh. Vivian Scott was the person who put those nice flourescent colours on Mark Knopfler's guitar!

Then Dave Yardley, ace pop promo video editor, went to work and stuck the whole lot together — producing a simply stunning finished product as seen on Top of the Pops, Max Headroom and other rock music shows.

So that's how the world's first computer generated pop video came to be. Will there be more? Well, right now Ian isn't working on one and they are extremely expensive to produce — so only the few top bands will be able to afford to do it.

Computer generated graphics and special effects will still be seen in block-buster movies and more mundane TV adverts however. And the things the computer will be able to create will be getting more sophisticated too.

Ian told us that in Japan graphics experts have created realistic looking "skin" which stretches and moves just like the real thing! The Japanese have also created a stunning animated Chrome Tiger which looks so real you think it's going to take a bite out of you!

The only trouble is that this technique takes an age to produce a finished graphic. It took 18 hours per frame to complete the tiger — which means you get a second of film every 30 days!

Ian's current favourite piece of computer generated animation comes in *Star Trek II — The Wrath of Khan* movie. It's the sequence where the Genesis Bomb explodes on a asteroid — transforming it from a dead planet to one teeming with new life.

Will the computer eventually take over from the normal methods of film and cartoon animation? Ian thinks not — but he does says that the time it takes to generate computer graphics will get less as the hardware improves. "The computer is just another production tool," he says, "It won't take over completely."

But what about the future? What wonders has the computer got in store? "So far we've stuck pretty much to reality," says Ian, "If we move away there's no end of things that could be done."

If you want to see some of the things Ian has created on the Bosch just look out for the new Reporting London logo on Thames TV, or the S4C logo in Wales or the Yorkshire TV logo. He also did the Wembley FA Cup Final title sequence if you can remember that far back!

If you are interested in computer graphics there's a big show being held at the Wembley Conference Centre in London from October 16-18th.

CONTINUED ON PAGE 118

ANOTHER FINE MESS



Laurel and Hardy have delighted thousands of cinema and television audiences over the years with their slap-stick antics. Now, thanks to a new American process, Vidcolor, new life can be breathed into these comic classics. Stunning colour brings a startling new aspect to many black and white movies.

Marshal M. Rosenthal donned his bowler hat and went out to discover how to paint the past.



There's an old argument among movie buffs — on black and white versus colour. A lot of them feel that black and white typifies a timelessness, a feeling of depth and space which colour can't match. The other side contends that only colour creates a true reality that envelopes the person watching.

Of course, there wasn't much one could do besides argue. After all, an old film or serial of the 30s was black and white and that was that. Until now. Computers are again shattering old boundaries. Today a classic like John Huston's *Stagecoach* (1939) can be viewed as it was originally made, in pristine black and white, or in full dynamic colour.

Hal Roach was an innovator and movie giant of the early 20th Century. He introduced The Three Stooges, The Little Rascals and Laurel and Hardy to the public. This library of films, as well as other shorts and features of the past, were purchased in 1970 by the present owners of Hal Roach studios. HRS has plans for these acquisitions that go far beyond leasing them out as has been done before.

Working in conjunction with Mobile Image Lab of Toronto, Canada, they have developed a new process called Vidcolor. A number of Laurel and Hardy shorts have undergone "colourization" and will soon be seen in a syndicated half hour series in the States. Other examples of Vidcolor have turned up on numerous television talk and entertainment shows, the most recent being a remake of *The Alfred Hitchcock Hour*. The master director's introductions were changed into colour from their previous black and white incarnation. There are even plans to put the ever-durable *I Love Lucy* through the colour mill as well. But how does Vidcolor work?

Vidcolor is a computerized system utilising advanced computer graphics tracking. The proprietary software is fed a black and white frame of film and displays it on a colour monitor. An art director views and determines the colour scheme for this particular scene. This is similar to a "master shot" on film, one containing all the elements.

As an example, we might have a street setting which has a man leaning against a brick wall. The colours of the bricks, the man's face and clothing are all chosen and recorded as data. An electronic palette is used which has a range of 128 colours and 64 luminance (brightness) values. The computer then divides the video frame into a grid of 1,024 horizontal by 512 vertical pixels (pixels are the "atoms" of a video image). Each pixel is assigned the given values as to the data desired. The film is then advanced.

Each successive frame is automatically monitored through an intricate tracking system, the computer transferring the values for each pixel to its new location in step with the moving image. Every new scene requires this process to be repeated, of course, as new elements now appear. When finished, these new frames are read out of memory onto a videotape to make a new colour master.

Vidcolor is superior in many ways to the hand colouring used previously. A 30-minute black and white film can be "colourized" within a day, as compared to months of hand labour. Plus hand colouring costs hundreds of thousands of dollars to accomplish. Vidcolor's cost for 30-minutes is under $20,000.

The applications include more than just reworking old films. This system allows high quality hand animations to be produced, the colouring done automatically for a savings in both time and money. Documentations and low-budget productions can be presented in colour as their final form regardless of situation or circumstance. While some purists will never accept *Casablanca* in anything but pristine shades of grey, now there is room for a choice.

Author's bio:
When not operating his photographic studio in New York City, Marshal M. Rosenthal is a computer columnist for a number of publications dealing in computers, video and high technology. Hal Roach Studios are located at 1600 N. Fairfax Avenue, Los Angeles, California.

READERS' ROBOTS

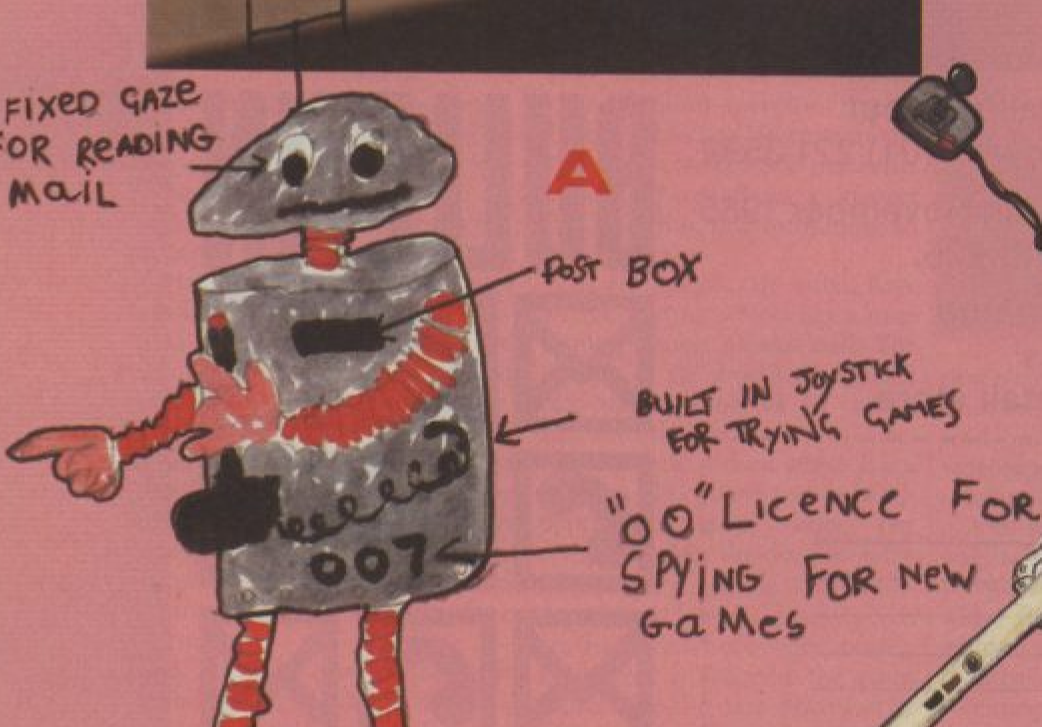
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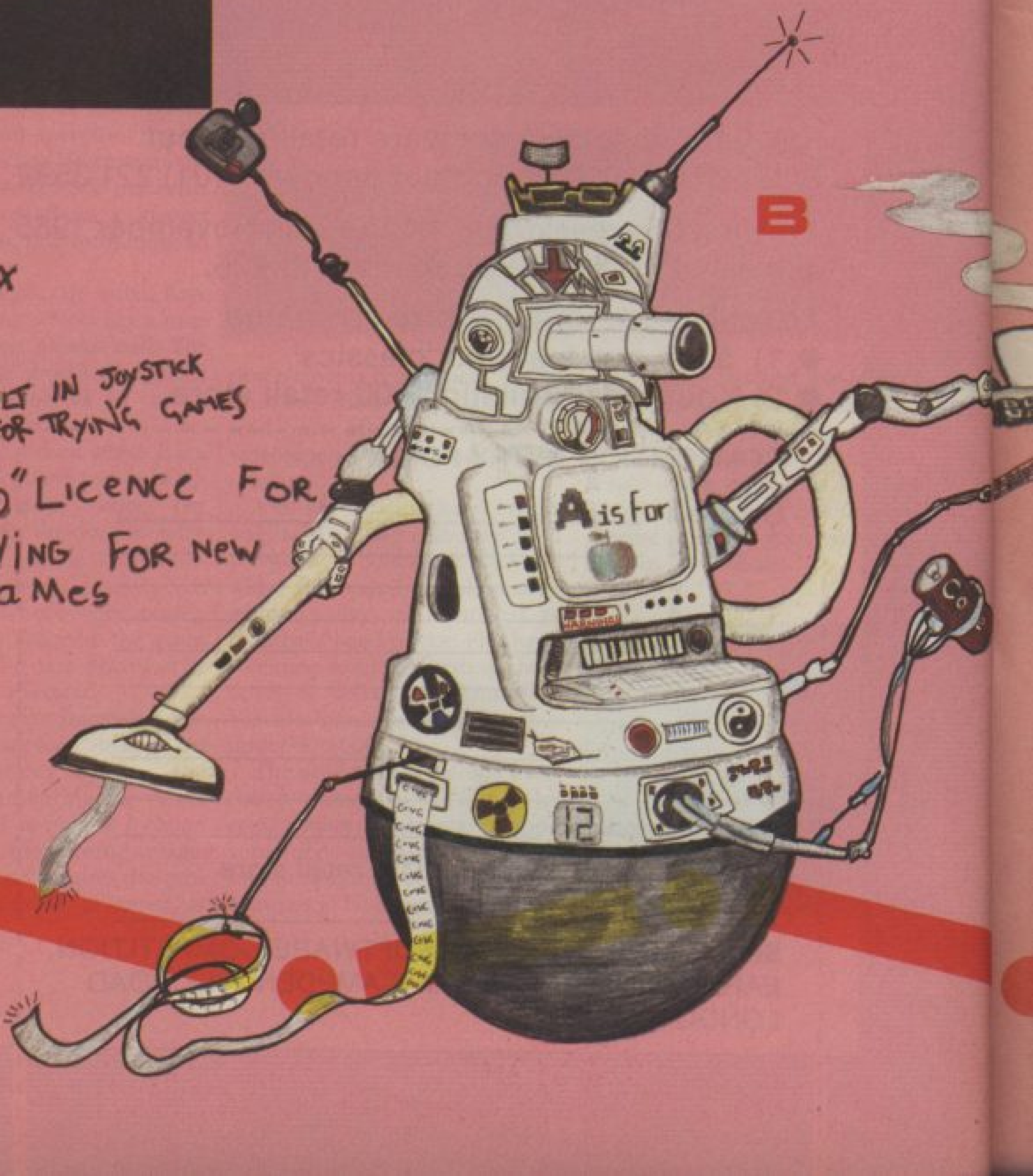
When we asked you to design an office robot for C+VG little did we know how many budding android builders there were in the big, wide world.

First prize went to John Woodriff from Hampton on Thames who got a Tomy Omnibot for his neat model pictured left. Second prize, a Chatbot, went to Ronald Talma from the Netherlands who created robot F below.

Runners-up included — Robot A from six-year-old Damien Holme. Robot B from Jonathan Hart. A neat cartoon from Clifford Robinson, picture C. Robot D from Chris Wilkes, and robot E from Carl Sullivan.

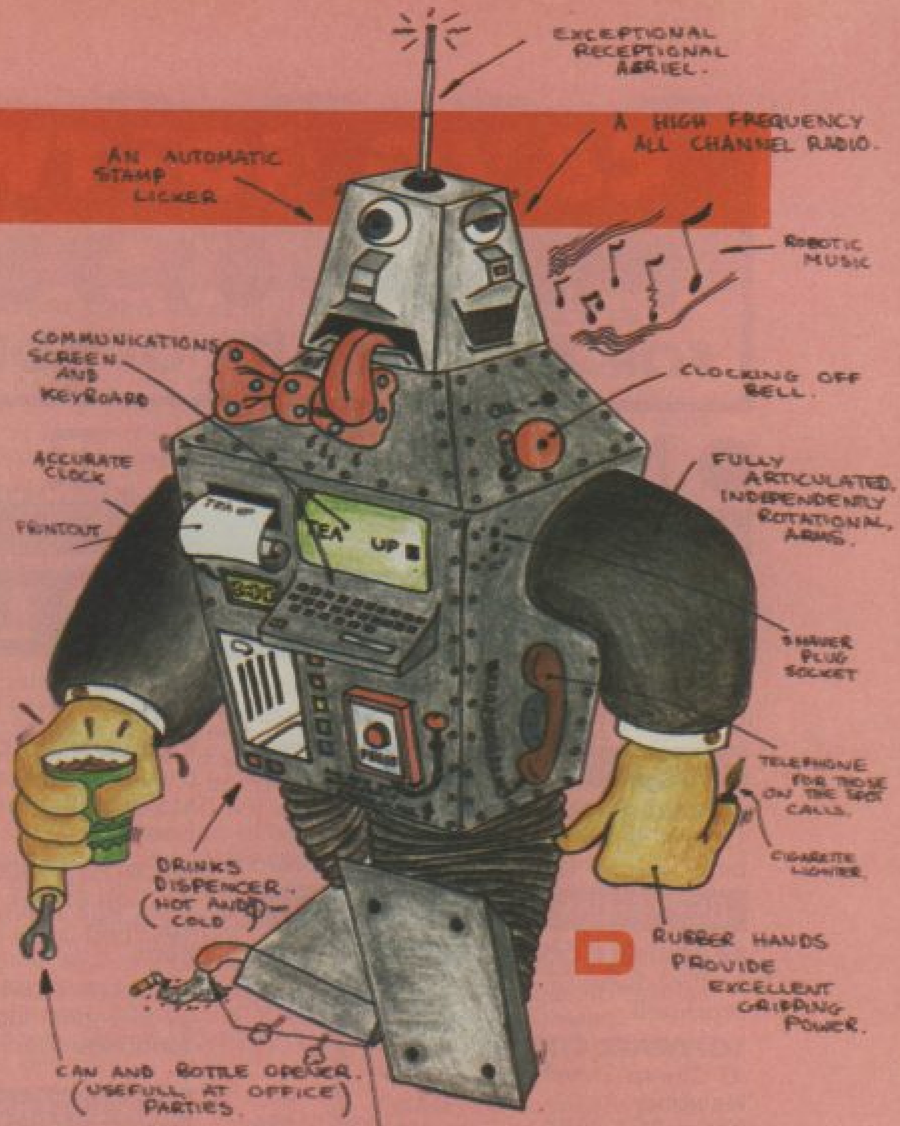


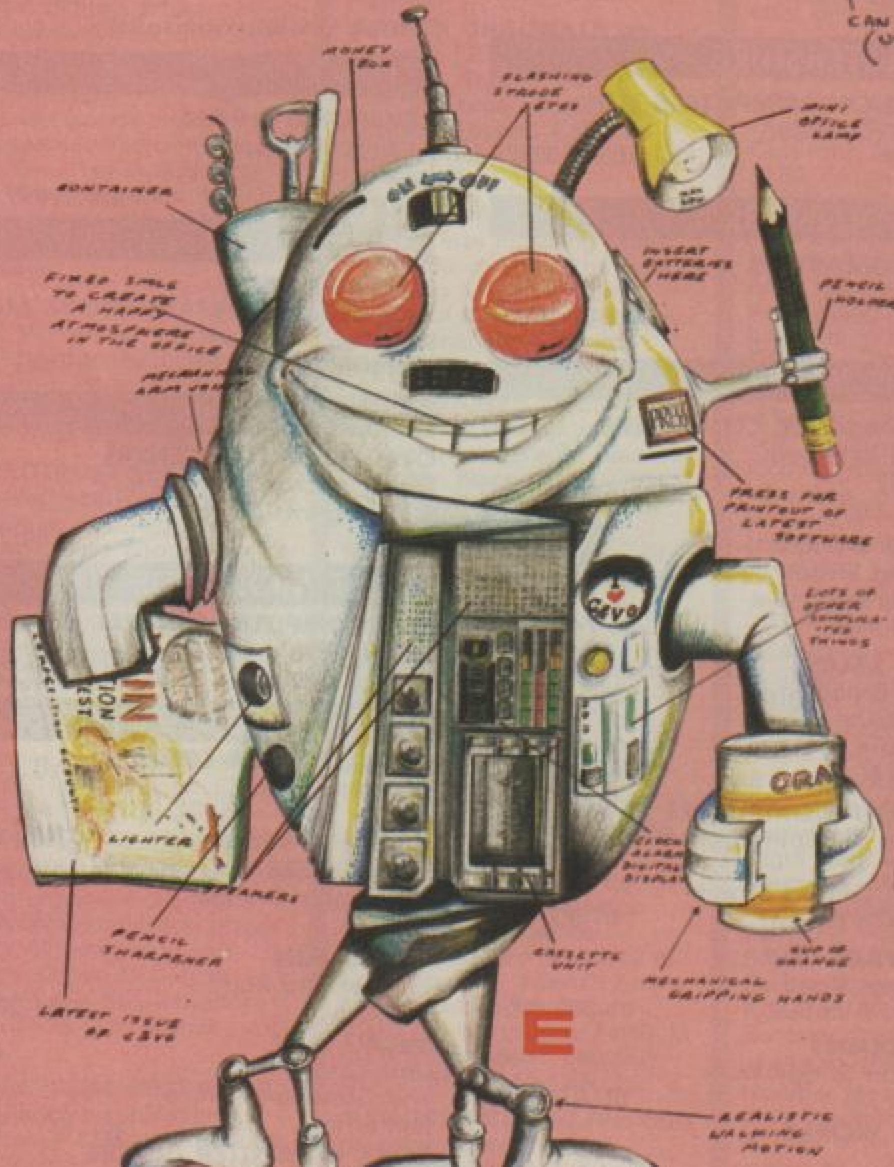
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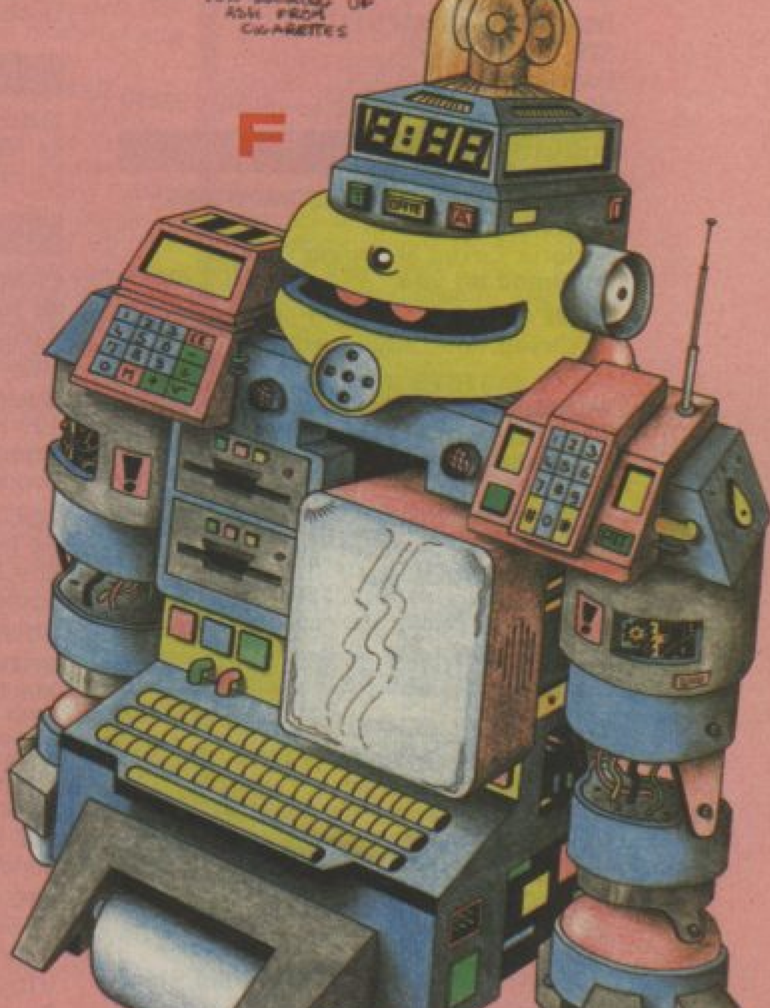


B


C.V.G.
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INITIALS?
C.V.G.
GOBOT!
AGE?
UM... TWO, I THINK!
ANY SCARS OR DISTINGUISHING FEATURES
ER.. I DON'T LIKE TO SAY
REALLY! LET ME SEE
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I GUESS THAT ANSWERS MY FINAL QUESTION!
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C


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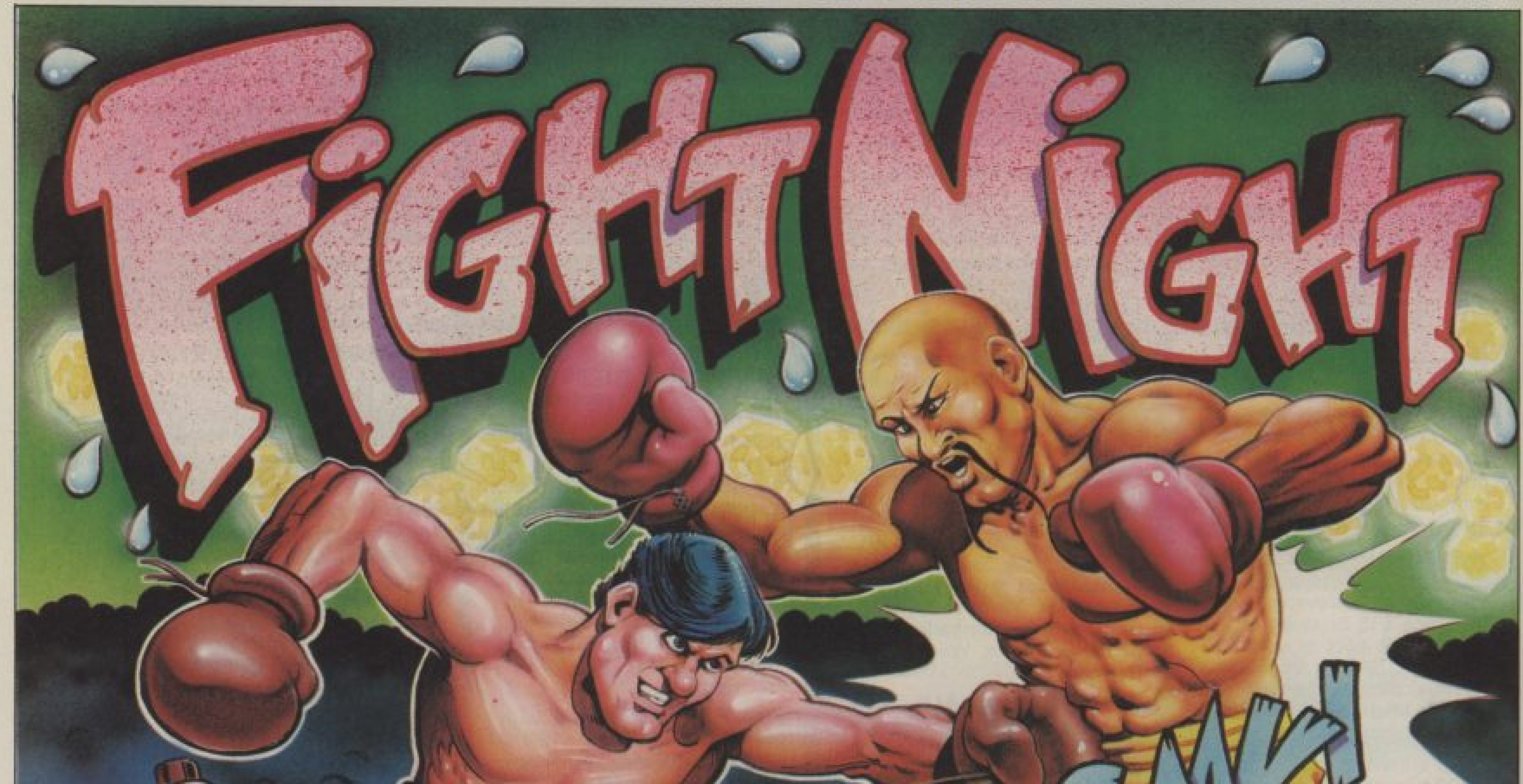
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More on Page 95

M'LORDS, LADIES, & GENTLEMEN... FRESH FROM AMERICA
U.S. GOLD PROUDLY PRESENTS... THE UNDISPUTED CHAMPION...





From time to time a software title is released, so innovative that it breaks new ground in graphical and technical achievement — Fight Night, the first animated simulation on the C64 is more than a game, more than a simulation — it is a revelation!

"It has class, it has style — forget the rest, Fight Night is quite simply the absolute best." — Tony Takoushi Computer & Video Games/Computer Trade Weekly.

"It's like watching and playing a cartoon computer version of Rocky. Fight Night has pushed the graphical capabilities of the C64 to its utmost limits" — Zzap 64 November.

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● There is a wide spectrum (forgive the pun) of home computers each with its own particular strengths and weaknesses, yet Spectrum owners seem to make fun of every computer on the face of the earth, bar of course the Spectrum.

Certain mags (not this one) don't help matters, for example — a Commodore mag comments that the Spectrum is a simple calculator not a computer, then a Sinclair mag comments on the C64 being a simple calculator. Now be honest, which of these two computers resembles a calculator more than a computer?

You're probably now thinking that I am a biased Commodore owner, well you're wrong. Okay, I did once own a C64 and a Vic 20 and a Dragon 32 and a ZX81. Now I own an Amstrad 664.

Each of the above computers does have its strong and weak spots. Take for example that old (virtually extinct) favourite the ZX81. You can't moan about pathetic inaudible sound (Spectrum) as it has none. How often have you bought a game and on the box it states "superb, unbelievable hi-res graphics", on a ZX81 you wouldn't have to worry about comments like that as it has no hi-res graphics!

Spectrum owners are really a modern example of this. All you anti-Spectrumers, do you agree with these comments about a typical Spectrum game? flickery graphics, merging colours, single coloured graphics, music — let's face it, my dead gerbil — God rest his soul — makes better music than a Spectrum.

So, all you readers who don't own Spectrums let's unite and fight this continual wave of evilness, the Spectrum. I have included my address but, please don't print it as I don't like letter bombs. That's how my gerbil died!

Mark Hula,
Bristol.

● This, letter is meant for UK readers who are complaining about too many adverts and not enough computer news in your wonderful magazine. You only have to pay 95p and look what you get in return!

Every month several competitions with excellent prizes to be won. Colourful reviews for all kinds of computers. All sorts of extras like film reviews etc, etc, etc. And if you are an Adventure fan, you could almost buy the mag just for the Adventure part. Then there are the ads, they tell you what kind of products are available and they keep the price of the mag low.

Why do you complain about a magazine that has so much to offer? We in Holland, Germany and several other countries in Europe have to pay twice as much as you — do you hear us complain?

Darius Heydarpour,
Holland.

● I haven't written to a magazine before, but in this case I felt strongly enough to do so.

I have read the letters in *C+VG* for some time now and I have found that a large proportion of them have said something about how good or bad a certain micro is, or how little it's mentioned.

If everyone would stop being biased and realise that *every* computer has something going for it, the *Mailbag* page would be a brighter place.

Apart from this minor gripe, which isn't your fault anyway, I find your magazine is excellent. I can't imagine it being any better than it is, but, when it is, it will be superb!

Nic Herring,
Cleveland.

Editor's reply: If we get any more letters like this, my head will soon be as big as Big Red's!

● I have just subscribed to your excellent magazine and I noticed in the September issue a letter from Keith Blomerly, who feels that Professor Video does not give pokes for infinite lives for arcade games. In your answer, you argue that software houses don't like such information to be issued as they prefer customers to spend more time on one game.

My opinion is that there is a real need for easier ways to perform a game as many of them are really too hard and fast and can only be achieved by players with very great skill.

I believe that many games would need several skill levels, or at least to restart the game at the latest stage reached, so as to avoid doing again and again the first stages, which becomes increasingly boring.

I find it really frustrating to own a game with 50 stages knowing that I will never see more than a dozen of them.

I am even not certain that the cheat tricks in some games are really found by users or are given to them by the programmers themselves, especially the tricks that were obviously incorporated in the game to ease its design.

I don't think that adventure games and their sales suffer from the issuing of clue sheets, such as Level 9's, as I doubt that Adventures such as *Snowball* and *Return to Eden* can be solved without any help.

So, please give us more Pokes or at least encourage software houses to include skill levels or demo routines in their games, allowing the customer to satisfy his curiosity and see what the 255th screen looks like.

Patrick Montier,
France.

Editor's reply: OK Patrick, we'll make your wish come true. From now on Melissa and the Bug Hunters will be bringing you MORE hints, tips and cheat modes for your favourite games. Three pages this issue!

● As you are bringing about a new look *C+VG*, I thought that I would drop you a tip. So many people have recently written in complaining about the amount of advertisements that you publish. I don't really mind them as they keep me informed of new and exciting games, and keep both you and the companies themselves in business. They also make great posters.

But, one of the main problems is that they get in the way of features and reviews. A good idea would be to keep the adverts separate. That way they could be read at leisure. Does your ad. manager, Louise Matthews, agree?

Roddy Havaression,
Middlesex.

Editor's reply: Thanks for your interest Roddy, but I think you'll find that our advertisers reckon that having their ads dotted around among our features, news and reviews makes people like you take more notice of them — and therefore fulfill their prime function, making our readers take an interest in the products. But it would be interesting to hear from other readers on this — how many of you agree with Roddy's view?

● After being hacked to pieces by the evil forces of Doomdark, from the fantastic game *Lords of Midnight*, I decided to settle down with a cup of tea and my copy of *C+VG*. I flicked through until I came to *Mailbag*. A chance to have a good laugh I thought. No such luck! 99% of the letters were from people complaining about features in the magazine.

I mean, a little creative criticism here and there is OK but last issue was going a bit far.

So, I thought I would write to creep, err sorry, cheer you up. Well here goes. Arcade Action is amazingly amazing (even in black and white). The reviews are fantastic. The listings are fun to type in and play. The Hot Gossip and the games news really keep you in touch with the computer world. The competitions are generous and the Mailbag, well what more can I say.

Now that I have crept, crawled and got deep down in the slime can I have a t-shirt? Please . . . pretty please.

Greg Schofield,
Cheshire.

Editor's reply: Sheeesh Greg! You're making us blush. The lengths some people will go to get a *C+VG* t-shirt eh? But since you've messed up your good clothes grovelling about in the slime we can't refuse you can we?

● **Many moons ago there was a young** *Dungeons and Dragons* fanatic who bought a ZX Spectrum, thinking he may be able to play computerized *D&D*. Years have passed since that time and his hopes for finding a true *D&D* style adventure on the computer had almost vanished.

Suddenly, his seemingly helpless quest was completed when he bought Mastertronics' *Journey's End* which contains many of the features of *D&D* adventures including hiring a party of men, finding treasure, gambling, using spells, graphical battles, hunting for food, magic items, gaining experience, traps, puzzles etc, etc.

The amazing thing is that the price of his discovery was a mere £1.99 and that for a 3

CONTINUED OVER PAGE

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

program totally graphic adventure. Thank you Mastertronic, it was well worth waiting for.
Peter Craig,
London.
Editor's reply: Hey Red! Get over to Mastertronic and ask them why we haven't seen a copy into the *C+VG* office will you.

● I have just read *Mailbag* in your September issue and I was enraged by David Sayers' comments on your excellent magazine.

For one thing if David wants a mag with lots of articles on CBM64 I suggest he buys a magazine catering only for the 64 and not a well balanced mag like yours.

Another thing, Ultimate deserved to be named Software House of the Year as it continually releases excellent games that put other games in the shade. As for not knowing the programmer's names, who remembers names anyway?

My last point concerns the insulting way David put down British software houses. I for one would not buy a U.S. Gold game as they rely on propoganda to sell their games ie *Raid Over Moscow.*

I believe home-grown houses like Ultimate, Ocean and Software Projects are far better at producing top quality games.

In fact the only overseas company worth mentioning is Melbourne House. Now I have got that off my chest, I can continue reading your first class magazine.
Steven Hargadon,
Strathclyde.

● I thought I would send you my little artistic outburst which took me all of 2 days to complete. Of course if you like it, you have my full permission to print it, in your wonderful magazine. As I am writing I must say how good *C+VG* is, especially the games reviews. Also I don't mind how many adverts are in it, your magazine is the best there is. Keep it up.
Jonathan Howard,
Bristol.

● With the weather being terrible outside I decided to purchase your magazine to help cheer me up. Like hell it did.

Like most computer fanatics I enjoy playing games and also reading reviews about them, but where have all the Amstrad reviews gone?

The first *C+VG* I bought was the July issue, wow what a mag. *Knight Lore* game of the month, and plenty of other Amstrad reviews. (I won't go into detail about the unfair review of the game compared with the Beeb version, because it would take up too much room.)

A month later, I decided to buy the August issue. Only two Amstrad reviews and one didn't even have a screen shot. PATHETIC. What is happening???

Now I have just bought the September issue, and there's only one review of a game which is also available on the CBM and Spectrum. Aggggh....I felt like ripping the magazine up!

Instead of Amstrad reviews, there're four TI99/4a reviews, (*Midnite Mason* springs to mind, how can a game costing £24.95, receive a factor of 8 for value for money?) and a few MSX (boo, hiss) reviews.

Why don't you cut down on Spectrum and CBM reviews? I realise that a high percentage of your readers are CBM and Spectrum owners, but aren't you over doing it a bit??

Apart from the magazine's lack of AMSTRAD reviews, the rest of the mag's O.K.

With reference to Mr R. McClenaghan's letter in the September issue he says that the Pontoon program in the book *Sensational Games For The Amstrad*, doesn't work because the program lacks line 11100, this is true, I advise him to change GOSUB 11100, to GOSUB 11000. I haven't tried this so it may not work!
Paul McGuire,
Holsworthy, Devon.

● Will somebody please tell D. Mitchell to shut up!!! Nobody asks him to buy your mag, but all he can do is moan.

There are some people who use their computers as computers — not as games machines like he obviously does — and we like to hear news of how mainframes are being used in the film industry etc.

It is the general interest articles that stop your mag becoming just another boring run of the mill computer publication (like some mags I could mention). It is nice to see news of how computers are being used around the world.

I don't doubt that many adventure game fans will be interested in establishments like the one called Treasure Trap that Keith Campbell and Co. visited.

If enough mags did the same as you did with *Dr. Who* then it would be back on the air again. New and better programs? You mean like Eastenders or Allo Allo? Don't make me laugh, the BBC's days of making good programmes is long gone.

Scott Adams only wrote the first home computer adventure, so I don't see why he should be so important on the Adventure page.

Well, Mr Mitchell, why don't you just stop buying *C+VG* if you don't like it, and then we wouldn't have to suffer little ***ers like you writing in and complaining about unimportant little gripes that nobody else agrees with anyway.

By the way, Marcus Groan, thanks for doing what I mean to do — shoot an obnoxious little *!$* down in flames. But remember, everyone is entitled to their own taste in music, but it really annoys me when someone like Michael Steinmets forces his bands onto those that don't like them.

As for record shops, they rarely have a section for specific types of music anymore, showing that they are becoming like everybody else, ignore the minority — just make a fast buck. I'm sure Sir Clive knows what I am talking about.
Ian Birch,
Birmingham

● There is a big argument in our family between my brother and myself because my brother, Matthew, read an article in one of the papers, with small pages and big print, about Max Headroom being an actor.

I told him this could not be true. But he said it would cost thousands of pounds to program every expression and synchronise it with speech, and only a few computers in the world could do it, and the Pentagon has one. So that's what the President does in his spare time.

Please could you settle this argument, preferably in my favour.

I would like to say I agree with Stewart Wood's comments, from the July issue, that the adverts are a good idea, showing the reader which games/utilities are currently on the market. Also I agree with Marcus Groan, from the August issue, by saying that Frankie Goes to Hollywood, Duran Duran, Howard Jones etc, are all teenybopper nerds.
David Wild,
Attenborough, Notts.
Editor's reply: Look, I know it's going to come as a big shock David, it did to me, but Max IS a real person. The actor's name is Matt Frewer — who should be shot for revealing the secret! Still, maybe his alter-ego will do something about this little sneak in his next series. I for one can't wait for the return of Mr Headroom. TV isn't the same without him, is it?

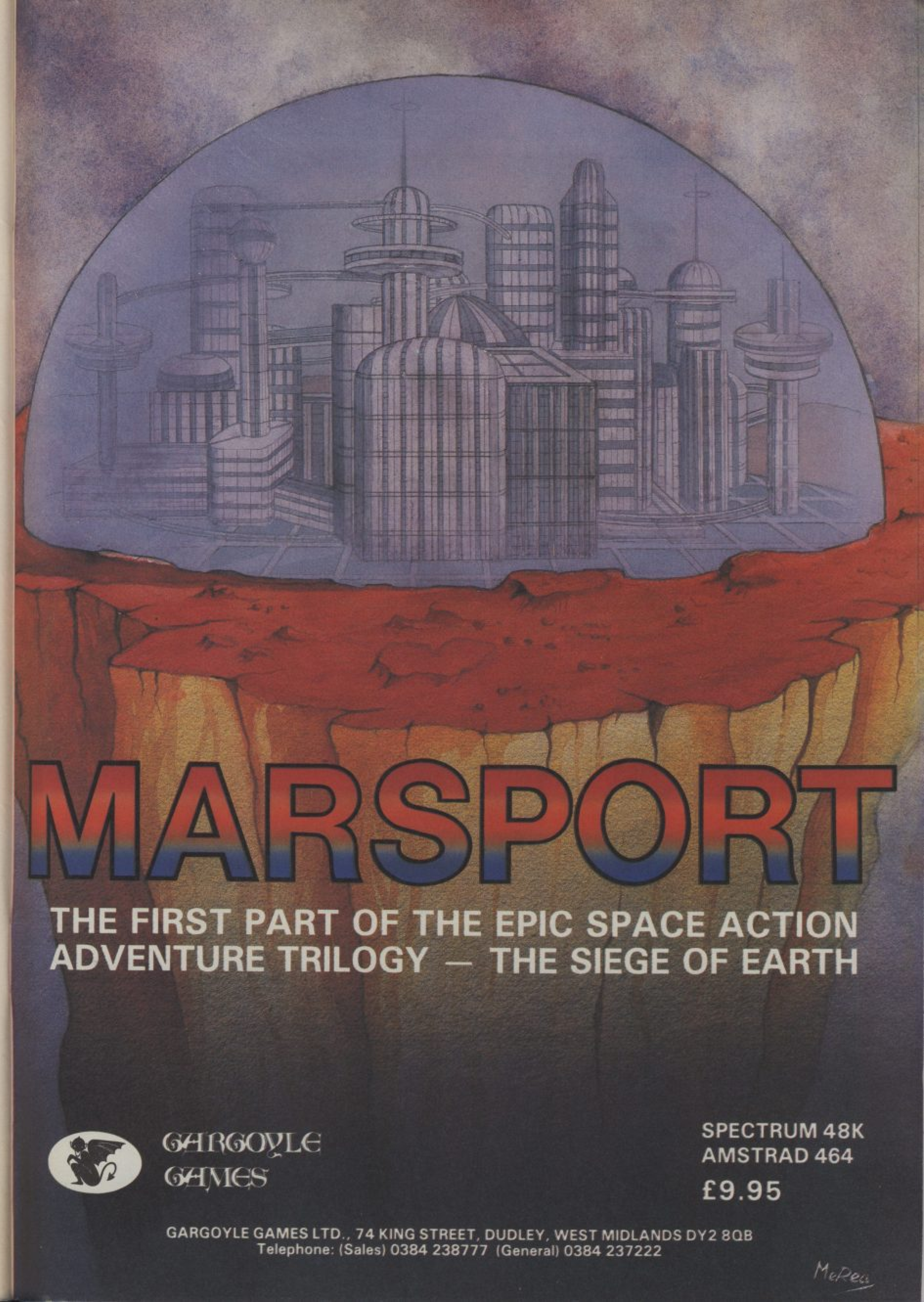
● I have bought your magazine ever since I got my CBM64, about 9 months ago. In this time I have not noticed a listing for a "Turbo" program. Surely you should include such a program that would at least speed up the time that we wait for games to load?
Michael J. Lee,
New South Wales,
Australia.
Editor's reply: Great idea, Michael. Has anyone out there got a fast loader for the 64 they'd like to pass on to *C+VG* readers?

I live in the United States, and recently while in London, I picked up a copy of *Computer + Video Games*. It's excellent.

In the August issue a person wrote in and was complaining about the price of CBM64 software. I would love to be able to buy software for £7.95. In the USA the average price for software is around $35 (£24). Some of the better software sells for more than $60 (£40).

So, whoever you are, I just cannot sympathize with you. The software in the UK is good and inexpensive. Pirates like you will probably make the price of software go up, just like it did in the U.S. You people over there have a good thing going, don't spoil it!
Karen Middaugh,
U.S.A.

END



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The Commodore 128 could be described as three computers in one.

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Thirdly, there is the capability to run any of the enormous range of CP/M business software.

Win Commodore's fantastic new computer — the C128 — in this great competition brought to you by Anirog Software and *Computer + Video Games* magazine.

The 50 runners-up will receive copies of *Jump Jet*, Anirog's chart-busting flight simulation game which combines the thrill of combat with real flight control.

The C128, which is 100 per cent compatible with the Commodore 64, looks set to be a hit when it becomes available this autumn.

Here's how you can win. Hidden in the word puzzle printed on this page are the names of nine Anirog games. All you have to do is identify and circle the names.

Send your entry with the printed coupon to Anirog/Computer Competition, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1 3AU. The closing date is October 16th and the editor's decision is final.



C+VG/ANIROG COMPUTER COMPETITION

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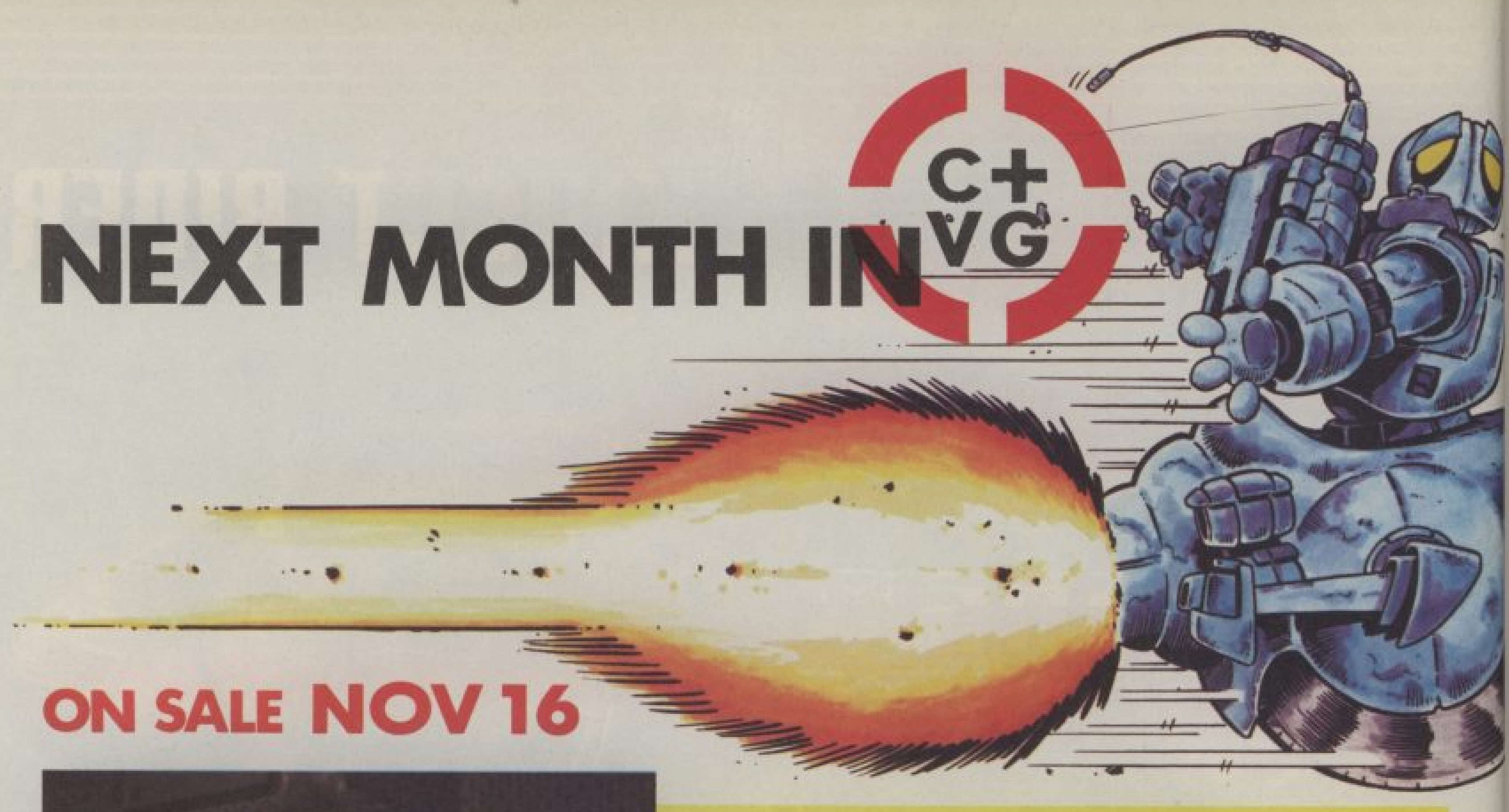
Jump Jet is available for a wide range of computers. Please tick one of the boxes below to indicate your machine.

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G	A	L	A	X	Y	G	I	H	U	R	O	O
C	D	A	E	D	E	H	I	J	T	J	U	I
B	S	P	A	C	E	P	I	L	O	T	T	C
Z	C	S	W	V	L	R	S	K	S	K	O	E
B	R	H	Y	M	E	L	A	N	D	S	N	M
O	C	O	O	P	Q	T	R	I	V	I	A	A
X	D	T	Y	N	M	N	Q	R	L	J	L	S
J	U	M	P	J	E	T	G	X	M	P	I	T
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NEXT MONTH IN C+VG



ON SALE NOV 16





What happened to turn this clean-cut young man into the raving strangely dressed heavy metal freak you see below? Keith Campbell's Book of Adventure that's what!!!

So beware, if you don't want to end up like him DON'T rush out and grab a copy of the new look C&VG next month. If you do, here's what you'll have to suffer. An extra big helping of the Adventure Helpline, tons of Adventure reviews, features, news and competitions. Yes, every copy of December's special C+VG will carry a Government Health Warning about our FREE 24-page Book of Adventure! But because you are all such sensible people you won't want to stampede down to your local newsagent and demand a copy will you? Remember what happened to this poor deluded soul.

You want BIG prizes? Well we've got BBIIIGGG prizes waiting for you next issue. Want to win your very own Commando arcade machine? Want to win your very own pinball machine? Well, tough. 'Cos the Editor has refused to let anyone have them! Ha! But we might be able to drag the machines away from him in time for December's amazing arcade competitions. Find out by getting a copy of our explosive Christmas issue!

X and B-Con have been playing *Highway Encounter* non-stop since it arrived at IDEAS CENTRAL. And X has used his amazing Xerox powers to produce an amazing map of this extremely addictive game. Meanwhile, we managed to shut B-Con up for long enough to make him get together some hints on how to get the best out of your battling Vorton droids. We'll help you save the world next issue!

Thunderbirds Are Go! And they are heading for the pages of *C+VG*. Watch the skies for December's dangerous issue F.A.B!?

PLUS

PLUS

PLUS

- **PLUS: A sports star looks at star sports games, boxers get into the ring with boxing games, boxers get into the ring with boxing games, *C+VG* reviewers get stuck into games collections and get a kick out yet more martial arts mayhem.**
- **PLUS: A special Melbourne House Fighting Warrior competition.**
- **PLUS: A look at the amazing interactive computer games they are playing in the U.S.A. — and another chance to become *C+VG's* M.U.D. champion.**

Trivia

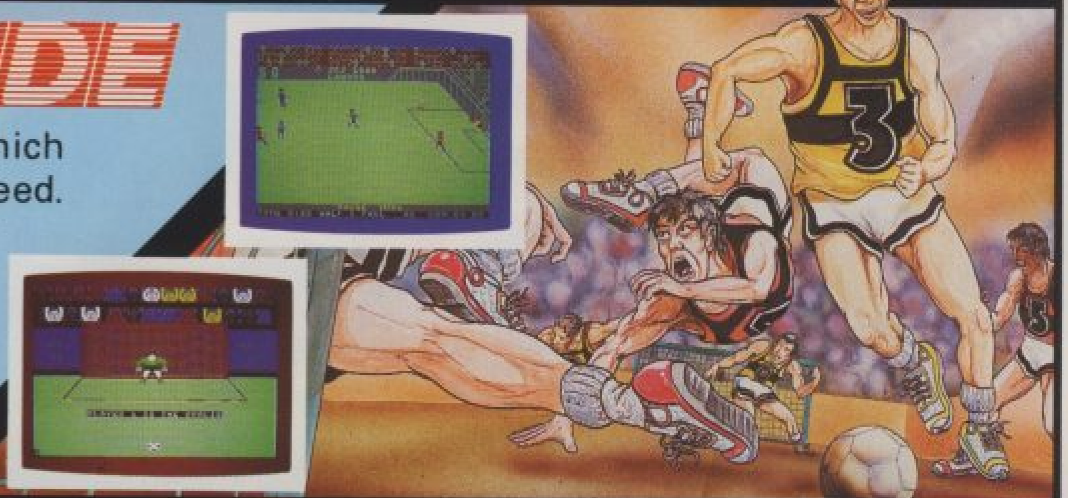
A family game for 2 to 4 players in which mum is just as much at home as the sports crazy son.

Over 2000 questions on six subjects like Entertainment - Sports - History.

C64 - Amstrad - Atari - BBC - Spectrum £7.95



FIVE-A-SIDE



A soccer game with real pace in which passing skills are as essential as speed. Penalty shoot out truly tests your anticipation.

One or two player option.

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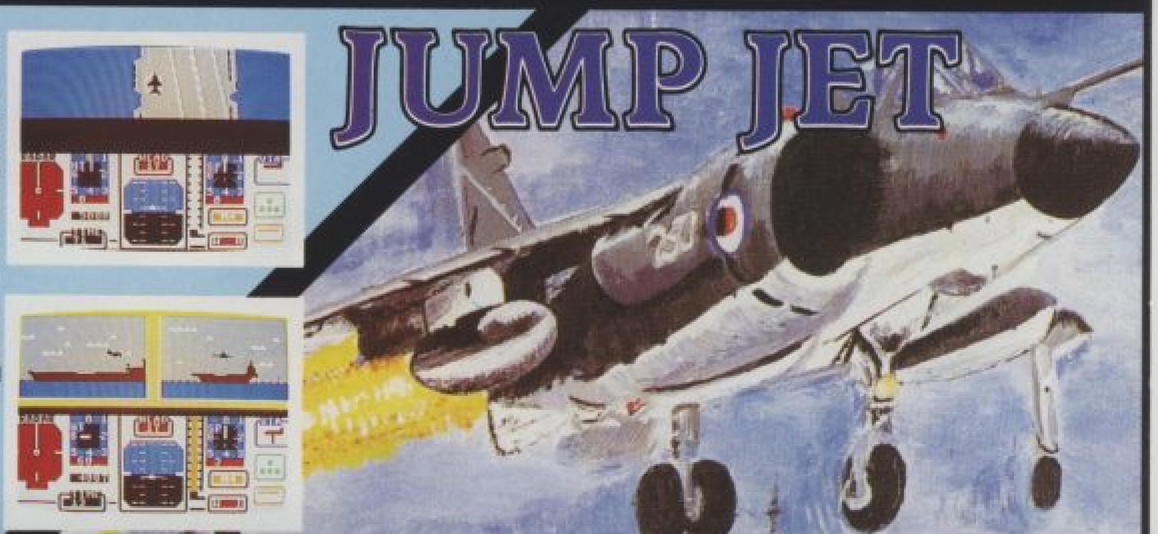


A fast and furious game which requires skill and fast reactions. Ice Hockey is a tough game but persistent rough game is punished by roughing penalties.

One player or two player option.

C64 - Amstrad - MSX £8.95

JUMP JET



Assume control of this unique fighting machine. Take care that you practice take off and landing thoroughly before you embark on a combat mission to seek and destroy the enemy aircrafts. Use your radar to locate the carrier and land in worsening weather conditions as you progress through the ranks.

C64 - Amstrad - BBC £9.95.
Atari - Spect - Electron SOON

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